

Based on J.R.R. Tolkien's MIDDLE-EARTH™ as detailed in THE HOBBIT™ and THE LORD OF THE RINGS™.

shadow in the south™



Set in Southern
MIDDLE-EARTH™

Playable with



Rolemaster™



Enter the mysterious realms of southwestern Middle-earth, a land touched by the black legacies of Morgoth and Sauron, the graceful creations of the Avar Elves, and the fiery passion of the Men of Westeros. Here, between the Great Sea and the golden spires of the Yellow Mountains, the powerful seafaring Númenóreans and their relentless successors warred with the savage Haradrim. Amidst this unceasing struggle, the wild Sederi and Drel peoples labor to survive and maintain their peculiar cultures. These tribes cannot run from the Shadow in the South, for they reside beyond Far Harad—at the very edge of Middle-earth.

SHADOW IN THE SOUTH™

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The crack of a branch betrayed their presence. There was no hope if the Storm King's warriors were alert. With Haradrim all around them, the three Drel knew that luck, not fighting, held the key to survival.

Hembur turned to his two desperate companions, whispering: "I haven't seen the Black Rider for hours. He may have ridden off after he lost our scent."

Aric grimaced again, his hands bruised after a dozen melees, his quilted armor soaked in sweat after their long flight across northern Elorna. The painful truth welled in his teary eyes. Haltingly, he blurted out what both of friends already knew: "You know he's never gone, Hembur. He's everywhere... Ask Jenna. Ask Icric. You cannot run from the Shadow!"

"Maybe if we make the marshlands," said Jara, "we can lose him in..."

Suddenly, a flash of gold, then red, swept through the grass beyond the old oak. Hembur raised his scimitar. Aric grabbed his helm.

Two Black Númenórean warriors burst from the scrub, falchions drawn. The scarlet and black of the Army of the Southern Dragon was all too familiar and the three Drel instinctively charged, hoping to slay the assailants and slip southward before any alarm reached the rest of the enemy.

Jara, however, stopped and turned in fear instead of engaging his foe. Before he could utter a cry, he was struck down. Hembur leaped over his struggling brother and swung feriously. Only then did he realize why Jara had frozen. There, beyond the two hard-pressed enemy warriors, came the Shadow.

1.0 GUIDELINES

Fantasy role playing is akin to a living novel where the players are the main characters. Everyone combines to write a story which is never short of adventure. They help create a new land and strange new tales.

This series is designed as a tool for Gamemasters (GMs) who wish to run scenarios or campaigns set in J.R.R. Tolkien's Middle-earth. The adventure modules are complete and ready-to-run studies of very specific areas, and are intended to be used with a minimum of additional work. Each has statistical information based on the *Middle-earth Role Playing (MERP)* and *Rolemaster (RM)* fantasy systems. The modules are, however, adaptable for use with most major role playing games. Creative guidelines, not absolutes, are emphasized.

PROFESSOR TOLKIEN'S LEGACY

Each module is based on extensive research and attempts to meet the high standards associated with the Tolkien legacy. Rational linguistic, cultural, and geological data are employed. Interpretive material has been included with great care, and fits into defined patterns and schemes. ICE does not intend it to be the sole or proper view; instead, we hope to give the reader the thrust of the creative processes and the character of the given area.

Remember that the ultimate sources of information are the works of Professor J.R.R. Tolkien. Posthumous publications edited by his son Christopher shed additional light on the world of Middle-earth. These modules are derived from *The Hobbit* and *The Lord of the Rings*, although they have been developed so that no conflict exists with any of the other sources.

1.1 DEFINITIONS AND TERMS

These abbreviations and terms are used throughout the series.

1.11 ABBREVIATIONS

GAME SYSTEMS

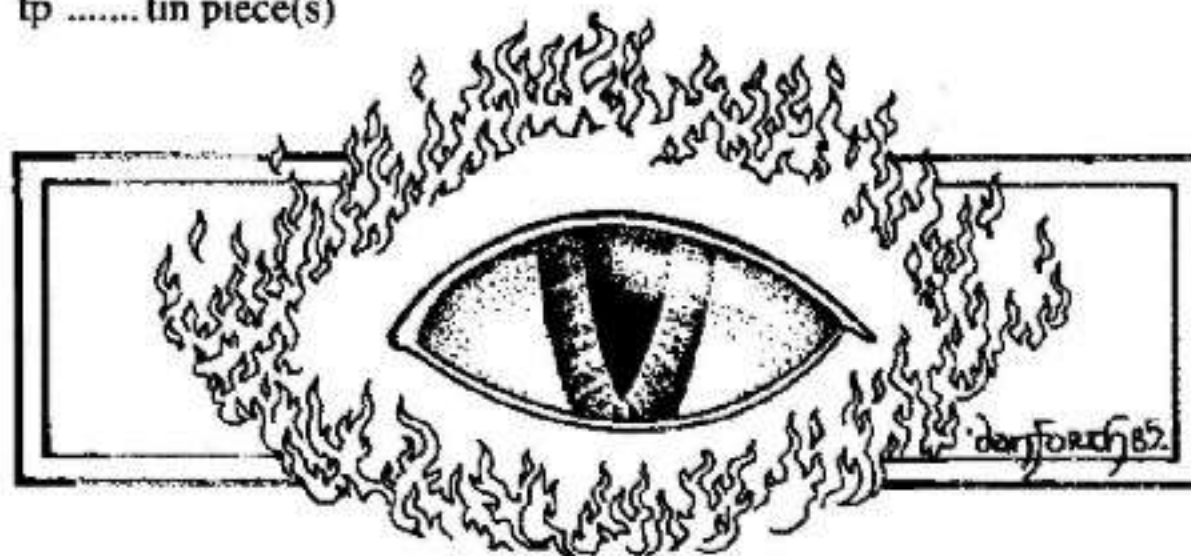
MERP ... *Middle-earth Role Playing* **RM** ... *Rolemaster*

CHARACTER STATS

Ag Agility(RM/MERP)	Me Memory(RM)
Co Constitution(RM/MERP)	Ig Intelligence(MERP)
St Strength(RM/MERP)	Re Reasoning(RM)
PR Presence(RM/MERP)	Em Empathy(RM)
It(In) Intuition(RM/MERP)	Qu Quickness(RM)
Sd Self Discipline(RM)	

GAME TERMS

AT Armor Type	Lvl Level (exp. or spell level)
bp bronze piece(s)	MA Martial Arts
cp copper piece(s)	Mod Modifier or Modification
Crit ... Critical strike	mp mithril piece(s)
D Die or Dice	NPC ... Non-player Character
D100 .. Percentile Dice Result	OB Offensive bonus
DB Defensive Bonus	PC Player Character
FRP ... Fantasy Role Playing	PP Power Points
GM ... Gamemaster	R or Rad Radius
gp gold pieces(s)	Rnd or Rd Round
ip iron piece(s)	RR Resistance Roll
jp jade piece(s)	Stat Statistic or Characteristic
tp tin piece(s)	



MIDDLE-EARTH TERMS

A Adûnaic	Ma Mag
BS Black Speech	Mû Mûmakani
Cir Cirth or Certar	M Mablâd (Khuzdul)
D Dunael (Dunlending)	Or Orkish
Du Daenaël (Old Dunaël)	P Pel
Dr Drel	Q Quenya
E Edain	Rh Rhovanion
El Eldarin	R Rohirric
Es Easterling	S.A Second Age
I.A First Age	Si Silvan (Bethleur Avarin)
F.A Fourth Age	S Sindarin
Fu Fuinar (Avarin)	Se Sederi
Hi Hillman	T.A Third Age
H Hobbitish (Westron variant)	Teng .. Tengwar
Har ... Haradrim	Ta Tantûraki
Hob ... <i>The Hobbit</i>	Tk Tuktani
Ia Iauradanil	Tu Tumag
Ki Kirani (Avarin)	Û Ûsakani
Kd Kuduk (ancient Hobbitish)	V Variag
Kh Khuzdul (Dwarvish)	W Westron (Common Speech)
LotR . <i>The Lord of the Rings</i>	Wo Wose (Druedain)

1.12 DEFINITIONS

The majority of unique terms and translations from *The Hobbit* and *The Lord of the Rings* appear in the text proper. Here are some critical definitions relating to particularly important concepts.

Adena — (Sing. "Aden.") An Apysan confederation who reside in Hyarn, Elorna, and Mirëdor in southwestern Endor.

Arpel — Also called Katerre, Arpel is the chief city and port in Pel. It sits at the mouth of the Onpu Usíra, on the Pel Bight. Aside from Orp Angwi, Arpel is the westernmost city on the Haragaer coast.

Avari — (Q. "Refusers;" sing. "Avar.") Also known as the Silvan Elves, the Avari constitute the majority of the Firstborn. All of the Elves who are not Eldar are Avari. In turn, all of the Avari are Moriquendi or "Dark Elves."

Belegaer — (S. "Mighty Sea;" aka "Sundering Sea.") The ocean west of Middle-earth, the Belegaer separates Endor from Aman (the "Undying Lands"). The waters of the Belegaer meet those of the Haragaer to the southeast at Metharn (Hyarnúmente).

Corsairs — Originally descendants of Castamir ("the Usurper") of Gondor and his followers, the Captains who fled Gondor in the latter days of the Kin-strife (T.A. 1432-47). This group seized control of Umbar in T.A. 1448. Thereafter, they became associated with maritime raiding and were labeled "Corsairs." The term later became associated with any pirates based in Umbar or along the coasts of Harad.

Drel — Region of Endor located at the southwestern tip of the continent, near Metharn (Hyarnúmente). This warm, dry land contains the great forest of Valagalen. It is named for the four Apysan tribes of the same name that occupy the region. These Drel people are related to the Pel and the Adena.

Dúnedain — (S. "Edain of the West;" sing. "Dúnadan.") These High Men are descendants of the Edain who settled the western island continent of Númenor around S.A. 32. The Dúnedain returned to explore, trade with, colonize, and later conquer many areas along the western, southern, and eastern coasts of Endor during the Second Age. Unfortunately, their hubris and desire for power led them to attempt an invasion of the Valar's Undying Lands. As a result, Eru (the One) destroyed their home island in S.A. 3319. Those called the "Faithful" opposed the policies and jealous Elf-hatred that prompted this "Downfall." The Faithful were saved when Númenor sank, sailing east to northwestern Middle-earth. There they found the "Realms in Exile," the kingdoms of Arnor and Gondor. Many "Unfaithful" (or "Black Númenórean") groups survive as well, living in colonies and independent states such as Umbar. Six of the oligarchs known as the Valdacli are Dúnadan lords. They dominate the Seven Lands.

Eldar — (Q. "Elves;" "People of the Stars;" sing. "Elda.") The Calaquendi (Q. "High Elves") who made the Great Journey to the Undying Lands. The Vanyar, Noldor, and Teleri kindreds comprise the Eldar.

Fuinar — (Q. "Shadow-elves;" sing. "Fuina.") The Fuinar are a secretive Silvan or Avar people who reside in and around the great forest of Valagalen in Drel.

Gondor — (S. "Stone-land.") Also known as the South Kingdom, Gondor is the great Dúnadan realm that lies west of Mordor and north of the Bay of Belfalas. Osgiliath on the Anduin serves as the Gondorian capital until T.A. 1640, when the throne is moved to Minas Anor (Minas Tirith). Pelargir on the Anduin is Gondor's chief port.

Harad — (S. "South.") The vast region located below the river Harmen, south of Gondor and Mordor. Although (periodically) autonomous, Umbar is in Harad. (See Umbar below.)

Haragaer — (S. "South Sea.") The ocean south of Middle-earth, part of the Ekkaia or "Encircling Sea." The waters of the Haragaer meet those of the Belegaer to the west at Metharn (Hyarnúmente).

Mablád — A Dwarven tribe who settled in the Yellow Mountains of southern Endor. These Naugrim make their capital at Blackflame.

Númenor — (S. "West-land" or "Westernesse.") The large, fertile island continent located in the middle of the Great Sea (S. "Belegaer") from its creation at the beginning of the Second Age until its destruction in S.A. 3319. See "Dúnedain" above.

Ostelor — Located near Mirëdor, at the mouth of the Sir Celiant, it is the principal city in Drel. Ostelor's two ports open onto the Bay of Drel.

Pel — Reaches situated south of the Yellow Mountains and east of Drel in southwestern Middle-earth. Like Drel, Pel is located near the cape called Metharn (Hyarnúmente). A warm, humid land, it contains the forests of Tathom and Taur Galen. The region is named for the four Apysan tribes that occupy the area. The Pel are kinsmen of the Drel and the Aden peoples.

Ró-molló — An island city located off the coast of northern Drel.

Sederi — A Kiran people who reside in Mag, Tumag, Hyarn, Pel, and Mirëdor in southwestern Endor.

Silvan — See "Avari" above.

Sindar — (S. "Grey Elves;" sing. "Sinda;" aka "Elves of Twilight.") A branch of the Teleri, the Sindar are neither Moriquendi (Dark Elves) nor Caliquendi (Light Elves). Also see "Eldar."

Umbar — (S. "Fate;" also "Evil Dwelling.") Port city and surrounding coastal region located in eastern Harad, across the Bay of Belfalas from Gondor.

Valdacli — The seven oligarchs who dominate the Dominions or Seven Lands. Their union is called the Council of the Seven. Among other sites, the Valdacli employ the exalted circle at Cor Minyadhras as their meeting place.

Yellow Mountains — (S. "Ered Laranor;" Q. "Orolanari;" K. "Mablâd;" Dr. "Manjano Malimavi.") Known for their yellowish, loam-producing rock and their myriad ecosystems, the Orolanari run eastward from the Cape of Sare and bend across south-central and southwestern Middle-earth. Minyadhras, the westernmost and southernmost peak in the range, rises near the cape called Metharn (S. "South's End;" Q. "Hyarnúmente" or "Mentelanari") at the southwestern tip of the middle continent. The Yellow Mountains separate the hilly, humid realms along Endor's southern coasts from the drier reaches of Far Harad and the neighboring lands of Isra, Chennacatt, Ciryatandor, Hyarn, Elorna, Mirëdor, and Drel. Alpine in character, they rise to heights of well over 10,000 feet. Their higher peaks are snow-capped year round.



1.2 ADAPTING THIS MODULE TO YOUR CAMPAIGN

This module is designed for use with most major fantasy role playing systems. Since the various FRP rules have their own particular approaches to combat, spells, and character generation and development, certain common descriptive terms have been selected for the individual outlines of places, people, creatures, and things. Unfortunately, statistical data such as bonuses and character "stats" differ widely between systems; after all, they are keyed to specific game mechanics. ICE has chosen to use percentile (D100) terms as a base, since conversion to D20, D18, and D10 can be achieved with relative ease. (Note Section 1.32 for a handy conversion chart.) Player character and NPC characteristics/stats are also detailed in one particular manner; again, simplicity and consistency have been emphasized, and conversion to your game system should be relatively painless.

Keep in mind that fantasy role playing is by nature a creative experience, and the individual GM or player should feel free to incorporate his/her own ideas into their game.

The following steps may be helpful when beginning to explore the region here described:

- (1) Read the entire module to get a flavorful idea of the region;
- (2) Reread the sections devoted to notes for the Gamemaster, and converting statistics for your game system;

- (3) Choose the time setting for your campaign. Should you choose to run a game at the beginning or end of the Third Age, or early in the Fourth Age, pay particular attention to the section devoted to this region "at other times." In fact, this section will give the GM an idea of the consideration involved with setting a campaign at any date other than that chosen here. ICE chose the mid-Third Age as a particularly exciting era, but you may enjoy another time even more;
- (4) Assemble any source materials you find necessary;
- (5) Research the period you have chosen and compose any outlines you need in addition to the material provided here;
- (6) Convert the NPC, trap, weapon, spell, and item statistics to terms suitable to your game. Note changes in the system you are using which must be made in order to keep your campaign in line with the flow of life in Middle-earth;
- (7) Create a total setting, using lots of maps to detail patterns and provide a creative framework. In this way you will have a rich and consistent world, and the foundation data will give you the flexibility to detail random areas and events.

1.3 CONVERTING STATISTICS

When using this supplement with your FRP campaign, be careful to note the character statistics before beginning play. Should any adjustments need to be made, you may wish to consider the following guidelines. The material provided is in terms of percentages and is intended to give the reader a relatively clear picture of the strengths and weaknesses of the individuals and creatures discussed. Most FRP systems will relate to the data, and conversion should be simple; remember, however, that there are dozens of role playing rules and the change-over from the statistics given here may be troublesome.

1.31 CONVERTING HITS AND BONUSES

- When converting percentile values to a 1-20 system a simple rule is: for every +5 on a D100 scale you get a +1 on a D20.
- The concussion hit numbers found in this module represent general pain and system shock. They cover bruises and small cuts rather than wounds. Critical strike damage is used to describe serious wounds and fatal blows. The hit figures shown here are less important than those used in game systems where death occurs as a result of exceeding one's available hits. Should you use a game system that employs no specific critical strike results, such as TSR Inc.'s *Dungeons and Dragons*®, simply double the number of hits your characters take or halve the hit values found in this module.

1.32 CONVERTING STATISTICS FOR ANY MAJOR FRP SYSTEM

All the statistics and numerical information used in this module are expressed on a closed or open-ended scale with a 1-100 base. They are designed for use with percentile dice (D100). Use the chart to the right to derive appropriate bonuses or to convert the 1-100 numbers to figures suitable for non-percentile systems.

1.33 CONVERTING STATS

Ten stats are used to describe each character detailed in the module. Should you use a character development system with different characteristics and/or an alternative number of stats, simply follow these steps:

- 1) Assign the appropriate stat from your FRP system to the value given beside the analogous characteristic listed in the module. If your rules use fewer stats, you may wish to average the values

for those combinations of factors which contribute to a characteristic found in your system (e.g., dexterity = an average of quickness + agility). Should your guidelines utilize more stats to describe part of a character, you may wish to use the value provided for more than one "corresponding" characteristic (e.g., you might use the value assigned to constitution for both endurance and durability). The following is a chart listing some examples of equivalent stat terms:

STRENGTH: power, might, force, stamina, endurance, condition, physique, etc. Note that the vast majority of systems include strength as an attribute.

AGILITY: dexterity, deftness, manual skill, adroitness, maneuverability, stealth, dodging ability, liveness, etc.

QUICKNESS: dexterity, speed, reaction ability, readiness, etc.

CONSTITUTION: health, stamina, endurance, physical resistance, physique, damage resistance, etc.

SELF DISCIPLINE: will, alignment, faith, mental strength or power, concentration, self control, determination, zeal, etc.

EMPATHY: emotional capacity, judgement, alignment, wisdom, mana, magical prowess, bardic voice, etc.

REASONING: intelligence, learning ability, study ability, analysis rating, mental quickness, logic, deductive capacity, wit, judgement, I.Q., etc.

MEMORY: intelligence, wisdom, information capacity, mental capacity, recall, retention, recognition, etc.

INTUITION: wisdom, luck, talent, reactive ability (mental), guessing ability, psychic ability, insight, clairvoyance, inspiration, perception, presentiment, etc.

PRESENCE: appearance, level-headedness, panic resistance, morale, psychic ability, self control, vanity, perceived power, mental discipline, bardic voice, charisma, etc.

- 2) Convert the statistical value of the assigned characteristics to numbers appropriate for your game. If your FRP system uses percentage values, no change should be necessary.

1.34 CONVERTING COMBAT ABILITIES

All combat values are based on *MERP* or *Arms Law/Claw Law*. The following guidelines will also aid conversion.

- 1) *Strength and Quickness bonuses have been determined according to the table in 3.42 above. Note that the stats you are using and compute these bonuses using the rules under your system;*

1-100 Stat	D100 Bonus	D20 Bonus	3-18 Stat	2-12 Stat
102+	+35	+7	20+	17+
101	+30	+6	19	15-16
100	+25	+5	18	13-14
98-99	+20	+4	17	12
95-97	+15	+3	16	—
90-94	+10	+2	15	11
85-89	+5	+1	14	10
75-84	+5	+1	13	9
60-74	0	0	12	8
40-59	0	0	10-11	7
25-39	0	0	9	6
15-24	-5	-1	8	5
10-14	-5	-1	7	4
5-9	-10	-2	6	3
3-4	-15	-3	5	—
2	-20	-4	4	2
1	-25	-4	4	2

- 2) **Combat adds based on level** included here are: +3/level for fighters and rogues, +2/level for thieves and warrior monks, and +1/level for bards, monks and rangers. Simply take the level of the character, note his character class (or equivalent under your system), and compute any offensive bonuses (due to level) appropriate for your game. Note that the bonuses other than those mentioned under armor type are "offensive" adds.
- 3) If your system is based on **Skill Levels** (or other skill increments), use the offensive bonus as given. You may have to convert the add to a non-percentile value. Alternatively, you may wish to note Section 1.37.
- 4) **Armor Types (AT)** are based on the following breakdown:

AT	Covering Description
1	Skin (or light/normal clothing)
2	Robes
3	Light Hide (as part of body, not armor)
4	Heavy Hide (as part of body, not armor)
5	Leather Jerkin (pliable leather)
6	Leather coat
7	Reinforced Leather Coat
8	Reinforced Full-Length Leather Coat
9	Leather Breastplate
10	Leather Breastplate and Greaves
11	Half-Hide Plate (as part of body, not armor)
12	Full-Hide Plate (as part of body, not armor)
13	Chain Shirt
14	Chain Shirt and Greaves
15	Full Chain
16	Chain Hauberk
17	Metal Breastplate
18	Metal Breastplate and Greaves
19	Half Plate
20	Full Plate

Simply look at the armor description and substitute the appropriate armor type/class from your FRP system;

- 5) **Defensive bonuses** are based on the NPC's quickness bonus as computed on the table in 1.32. Where the defensive bonus is in parentheses, the value also includes the added capability of a shield (an extra 20 for non-magic normal shields, plus any value for magical enhancement). In such a case, simply note that there is or is not a shield, and if there is, what type.

1.35 CONVERTING SPELLS & SPELL LISTS

Spell references provided here are in the form of "lists," groupings of related spells. Each list has a common theme and normally will have a different but related spell at each level. For instance, knowledge of "Fire Law" to tenth level would result in the acquisition of 10 similar fire-based spells, one of each level from one to ten. Whether the spell user could effectively cast these spells would be up to the GM, the system, and the caster's level or degree of skill. FRP systems using rules which provide for the learning and development of spells through "colleges" or along specialized lines employ concepts similar to those used in this module.

Many systems, however, dictate that player characters or NPCs undertake to learn but one spell at a time, often with no requirement that its subject matter/effect relate to a particular background or pattern. Converting the NPC spell lists to individual spell counterparts will be more difficult, but can be achieved with relative ease using the following guidelines:

- 1) Look at the NPC's spell lists and note the various names for the groupings. Each name will indicate what type of spell specialization the NPC has followed (e.g., the "Fire Law" list indicates a preference for fire-oriented spells);

- 2) Note the NPC's level and determine the number of spells or spell groupings he/she would have under your game system. Also consider the level of power of accessible spells the NPC would have (e.g., a 5th level magician under your rules might have a maximum of 8 spells - two 3rd level spells, three 2nd level spells, and three 1st level spells).
- 3) Select spells from your system appropriate for a spell user of the NPC's level and profession, keeping in mind that the preferences indicated in the module should be followed where possible.

1.36 A NOTE ON LEVELS

When using certain "level-systems," a GM may find that the levels provided make characters too powerful for his world system. If this is the case, multiply the levels given by .75 or .6 depending upon your situation. This would reduce a 20th level character to a 15th level or 12th level character respectively. Remember to reduce appropriate bonuses accordingly.

1.37 SKILL BONUSES

General skill bonuses can be obtained by taking the level of the character and calculating the appropriate bonus under the system being used. An NPC's add, as noted above, will be based on a compilation of level, his weapon and/or other items, the relevant stats, and skill levels. The normal bonus derived from skill development has been computed as follows: (a) where the skill level is zero the bonus is -25, a reflection of basic unfamiliarity; (b) a bonus of +5 is awarded for skill level one (a +30 increase); (c) for each skill level between one and ten an additional +5 bonus is applied; (d) for skill levels eleven through twenty the additional bonus is +2 (e.g., skill level nineteen yields +68); (e) for skill twenty-one through thirty an additional bonus of +1 per level is awarded (e.g., skill level twenty eight yields +78); and (f) a bonus of +1/2 is given for each skill level above thirtieth level.

1.38 LOCKS AND TRAPS

The locks and traps found in this module are described in terms of difficulty to unlock or disarm. Subtractions are from the rolls representing a person's attempt to find or overcome these devices. The difficulty factor may represent a specific column on an action/maneuver chart (e.g., *Rolemaster*) or an additional subtraction or modification to the attempt roll.

In any case, the terms are descriptive and will help the GM determine whether the trap is of above average difficulty, and how tricky it is relative to other devices and the PC's skills. The descriptive term is a relative constant based on the following order of modification: Routine (+30), Easy (+20), Light (+10), Medium (0), Hard (-10), Very Hard (-20), Extremely Hard (+30), Sheer folly (-50), Absurd (-70). Poor lighting, one's physical condition, nearby activity, etc. may affect the lock/trap modification number, but not the difficulty category. Thus, a trap might read "very hard (-50)," indicating it is normally a "-20" construct, but other factors (e.g., dark) make it harder to disarm.

These additional problems are easier to overcome than the intrinsic complexity of the mechanism; this explains why it differs from another well-lit trap which reads "sheer folly (-50)" (to disarm). The "-50" associated with the "very hard" trap can, with thought, easily be reduced to "-20," but no more advantage is normally attainable, short of disassembling the mechanism. We suggest that a modified (D100) roll exceeding 100 results in success; skills, stats, etc. should be applied versus the difficulty subtraction and the roll to yield a result.

2.0 BACKGROUND

Shadow in the South focuses on southwestern Middle-earth, a land touched by the black legacies of Morgoth and Sauron, the graceful creations of the Avar Elves, and the fiery passion of the Men of Westemnesse. Here, between the Great Sea and the golden spires of the Yellow Mountains, the powerful seafaring Númenóreans and their relentless successors warred with the savage Haradrim. Amidst this unceasingly struggle, the wild Sederi and Drel peoples labor to survive and maintain their unique and somewhat peculiar cultures. These tribes have nowhere to run, for they reside beyond Far Harad — at the very end of Middle-earth.

This part of Endor lies to the southwest of the river Aronyar and incorporates Hyarn and the reaches surrounding the Bay of Drel: Elorna, Mirëdor, and Drel. Long-settled yet full of wild shores, dark woods, and rugged mountains, this region is often referred to as the “Dominions of the Seven.” It is a place of riches and wonder, of fiercely independent oligarchies challenged by the might of the Storm King and the terror engendered by the Lord of the Rings.

2.1 A BRIEF HISTORY

When Ardulion, the Lord-captain of Tar-Anarion’s Númenórean fleet, sailed into the rich delta known as the Ethir Aronyar in early S.A. 1251, he entered a region known as the Seven Lands. It was a beautiful area blessed by fine weather and spectacular vistas, and populated by a variety of competing peoples. Some, like the wild, diminitive Chaialla and the austere Adena, had lived in the area since the early years of the Second Age. Others, like the warlike Sederi, were newcomers. None of these people, however, welcomed the idea of residing beside the Men of Númenor.

The Dúnedain gave them no choice, for Tar-Anarion had commissioned Ardulion to establish a colony at the point where the river gave way to its delta. Ardulion obeyed his King and brushed aside the Fuina and Aden envoys who sought to dissuade the Númenóreans from invading the Seven Lands. By late spring, the colony of Lond Anarion (S. “Anarion’s Haven”) rose along the wooded heights beside the Aronyar, to serve as a refuge, market, and source of timber for the Dúndan adventurers seeking interests in southern Endor.

The next few decades confirmed the Adena’s worst fears. Númenórean colonists flocked to the area and began pushing inland. The vital Aronyar valley quickly came under the sway of the peaceful but dominant invaders, and the Aden tribes were gradually forced into informal economic and cultural servitude. Proud and powerful, the Númenóreans proved irresistible. Thus began the Dúndan lordship in the Dominions, a situation unchanged to this day.

From S.A. 2386 until S.A. 3212 the Seven Lands were united as the Princedom of Mirëdor, a Númenórean fief generally given to one of the King’s younger children. This changed with the death of Er-Imrazôr, the second son of Ar-Sakalthôr of Númenor (r. S.A. 3033-3102). A bitter man who hated his children, he inadvertently laid the foundation for the present oligarchy. He devised equal portions of his kingdom to each of six sons and eight daughters in hopes of fomenting strife among his greedy heirs. His children warred upon one another to be sure, but the youngest seven allied themselves into a union called the Valdacli. In S.A. 3215 they crushed the last of their sibling rivals in a great land and sea battle at Onpu Mispír. Their victory ended Er-Imrazôr’s spiteful dream and cemented the oligarchic union that still rules the Seven Lands.

The Dominions have successfully resisted periodic threats from Úsakan, Mûmakan, and Harad. Despite a seemingly-constant decline in trade and frequent internecine strife, the Valdacli guided their subjects and allies during the last, dark years of the Second Age, when Ar-Pharazôn and then Sauron attempted to impose control over southwestern Endor. The Dominions subsequently flourished in the quiet but uncertain times during the first millenium of the Third Age. Then, with the reawakening of the Lord of the Rings, the Valdacli faced new challenges, both from outside and inside their guarded realms. Undoubtedly, though, the greatest of these dangers was — and is — the Shadow in the South.

2.2 TIMELINE

The following timeline covers the significant events that shaped southwestern Middle-earth and the adjoining regions. All the dates mentioned refer to the King’s Reckoning.

SECOND AGE (WESTERN RECKONING)

- 1-10** — Pushed westward by the threat of movements of Men through the Ered Harmal, the Chaialla (S. “Iauradanîl”) leave their traditional homeland of Chailûza (later simply “Chy”) and journey to Tulwang (near the southwestern coast of Endor).
- ca. 20** — Apysaic-speaking peoples cross the Chy Passes and settle in southern (Far) Harad. Afraid, the Chaialla move southward and resettle in Norpûza (aka “Araden;” later called “Hyarn”).
- ca. 50** — The Adena, a large confederation of Apysaic peoples, migrate across the river Aronyar (la. “Norpûl”) and into Araden (Hyarn). Chaialla groups take refuge in the rugged Hills of Wum.
- 353** — Sea-faring Úsakani peoples land on the shores of the great bay that bears their name.
- ca. 650** — A second confederation of Apysaic peoples, the Drel, push into Araden (Hyarn) and come into conflict with their Aden predecessors.
- ca. 680** — The Adena eventually force the Drel to resettle in the rugged wooded country south of the Bay of Drel.
- ca. 700** — Númenórean envoys establish permanent embassies in Tulwang, in southwestern Endor.
- 703-707** — Four Drel clans move eastward across the low gaps in the Yellow Mountains and settle along the southern coast of Endor. These people gradually become known as the Pel.
- 820** — The Sederi and Úsakani strike westward through the Cleft of Goats. They struggle with the highland Adena and are driven back into Úsakan after their defeat in the Battle of the Sighing Springs.
- 1100-1220** — Sederi tribes gradually migrate into Araden (Hyarn), displacing many of the Aden tribes.
- 1251** — Ardulion establishes a Númenórean colony at Lond Anarion (Caras Hyarn), on the upstream side of the river Aronyar.
- 1251-1300** — Colonists from Lond Anarion settle in Araden, the grassy region to the south of the Aronyar. They dominate the disunified and often-quarreling Aden and Seder peoples who are indigenous to the area. Araden is known thereafter as Hyarn.
- ca. 1300** — Despite Úsakani resistance, the Númenórean colony of Lond Hallacar is founded along the jungle-infested eastern coast of the Bay of Úsakan.
- 1666** — The insane mystic Arvarien proclaims the founding of Mirëdor at her citadel high atop a high islet overlooking the south-central coast of the Bay of Drel. Her dream fails within weeks when her son Imrazôr has her drowned. Her fortified fief, however, remains the dominant center in the extreme southwest of Endor.

1750 — Sauron's agents enter Mûmakan and begin influencing the Shaman-lords of the Land of the Mûmakil.

1869-2029 — Under Tar-Ciryatan, Númenor starts to militarily exact concessions from the peoples of Endor. The colony of Lond Hallacar (later Tantûrak) grows rapidly, and ships once bound for Korlan begin docking in the Adan port of Sarûl. Warships start frequenting the bay and Jí Indûr perceives a threat to his people's independence.

1888 — Akhôrahil, the second of the fallen Númenórean lords to fall under the enduring spell of Sauron's Ruling Ring, is born at a manor overlooking the waters of Nísinen in Númenor. His father is Ciryamir, the third Friend of Tar-Ciryatan's brother Ciryatir (making him a cousin of Mûrazôr, the future Witch-king). An obviously brilliant young man, Akhôrahil is spoiled at an early age, for his family enjoys great wealth and reaps many of the benefits derived from Tar-Ciryatan's aggressive overseas plundering.

Akhôrahil

1903 — Ciryamir is awarded the license to create and administer a Númenórean kingdom in Middle-earth on



the very day his son reaches the age of fifteen.

1904 — Ciryamir's family sails east to the haven of Hyarn in southwest Endor. They land at Midyears and journey up the river Aronduin to the newly-built citadel of Marath Carnadûnê (Q. "Tower of the Red Sunset;" S. "Barad Carannûn"). There, Ciryamir founds the Kingdom of Ciryatandor along the northern flank of the Ered Laranor (S. "Yellow Mountains;" Q. "Orolanari"), becoming a Client-king of his older brother (Tar-Ciryatan).

1906-1918 — Akhôrahil loves the new land and revels in the virtually absolute power his father wields over the subject peoples of the area. Like most of Ciryamir's Edain followers, he assumes himself to be superior and grows proud of his own name — as if it were a title. The Friend of the Lord becomes rich in his own right and begins to experiment with enchantments and incantations. Unfortunately, the young man's thirst for wealth and power spurs him to covet his father's throne. Each year of waiting hurts more than the last.

1918 — Akhôrahil acts upon his desires. Signing a perverse pact with a aged Haradan Priest, he exchanges his eyes for two great gems — the Eyes of the Well. These artifacts enable him to cast deadly spells, and allow him to become the most powerful Sorcerer in the realm. Akhôrahil acquires control of his father's mind and instills such despair that King Ciryamir takes his own life.

1919 — Physically blind but capable of magically sensing things like a seeing man, Akhôrahil ascends the throne of Ciryatandor on the first day of the year. He proclaims himself the Storm King and marries his sister Akhôraphil within a week. Then, he levies a huge tax in order to placate the Númenórean court. Securely in control, the Blind Sorcerer proceeds to arm his young kingdom.

1929 — Akhôrahil unleashes his new army and sends it into the neighboring lands along the southern edge of Far Harad. Chennacatt falls by year's end.

1933 — Armies led by Akhôrahil's warlord Wyatan subjugate Isra.

1955 — Indûr Dawndeath is born Jí Indûr in the city of Korlan. Heir to the fortune of the wealthiest oligarchic family in the Kiran republic of Koronandë, he is the youngest man ever elected governor in any of the realm's six districts.

1975 — Jí Indûr becomes a powerful representative to Koronandë's twelve-member assembly. There, he lobbies for the creation of a central government to contest the growing might of Númenor, for the young merchant-lord fears the loss of his precious commercial interests in the region around the Bay of Úsakan. The Númenórean colony of Tantûrak (founded ca. S.A. 1300 as Lond Hallacar) grew rapidly during the reign of Tar-Ciryatan, and ships once bound for Korlan began docking in the Adan port of Sarûl. More importantly, though, warships started frequenting the bay and Jí Indûr perceived a threat to his people's independence.

1976-77 — Indûr slowly accumulates support among the wealthy merchants and warriors of Koronandë, as well as among many of the Elves of nearby Taurondë. Elven sentiments vary like those of the Kirani, but the majority fear that the growing Númenórean prejudice against the Eldar will lead to war.

1977 — With the support of key figures among his own people and the tacit approval of the Kirani's Firstborn allies, Indûr seizes control of Koronandë's assembly.

1978 — Indûr forces Koronandë's republican assembly to disband. An advisory council comprised of oligarchs replaces the assembly. The advisory council promptly elects Indûr as the new King of Korlan. Koronandë becomes a kingdom.

1978-2000 — Hundreds of freedom-loving Kirani resist the elevation of Indûr, and civil rebellion racks the realm.

1979 — The tribes of Kirmlesra submit to Akhōrahil after agents from Ciryatandor incite a series of coups that lead to civil strife.

1999 — Fall of Harshandat. The Kingdom of Ciryatan finally lays claim to the western shores of the wide Bay of Ormal.

ca. 2000 — The arrival of the "Magician" in Tantûrak (Lond Hallacar) polarizes support for Jí Indûr and appears to doom the rebel cause. Relations between the Adan colony and the Kirani reach the edge of war and, out of fear, the people of Koronandë seek unity. Confident, the young monarch calls for a great public celebration. His plan to gather popular support for an unpopular war and an illegal regime fails when Korlan's governor Loran Klien stands at the rostrum above the crowd and offers a return to republican rule. The Kirani spontaneously applaud the age-old solution and rioting ensues. The self-styled King of Koronandë flees east to Mûmakan. Sauron's agents residing in the home of the Mûmakil (Oliphants) enable Jí Indûr to find a refuge after his overthrow. The tall Kiran provides the Lord of the Rings an opportunity to further his sordid goals in the Utter South, while Sauron offers the exiled King a new throne. This heinous pact dooms the Mûmakani. The Evil One gives Indûr a Ring of Power.

Soon afterward, the Lord of the Rings moves against Ciryatandor, hoping to stay the forces led by King Akhōrahil's. A sagely emissary journeys south from Mordor, offering the Black Númenórean Lord a wealth of knowledge regarding magic and bearing the unlikely promise of immortality. Excited, the Blind Sorcerer agrees to ascribe to the Dark Lord's secretive treaty, thereby betraying his own King Tar-Ciryatan. The pact between Ciryatandor and Mordor is sealed when Akhōrahil accepts the Ring of Power from Sauron in S.A. 2000. Thus, the Storm King becomes the fifth Lord of Men to become a Nazgûl.

2000-2250 — Akhōrahil's greed leads to the quick transformation of his position in the court at Barad Carannûn. Although he had always been considered bizarre, and while both his retainers and his immediate family fear him, the Storm King still interacts with his aides and household. This all changes. Akhōrahil becomes a virtual recluse and his wife eventually flees the kingdom with her children, taking them to the Númenórean haven at Elorna. A purge ensues, and the men closest to the Númenórean King perish alongside the courtiers that the Ringwraith considers too bold or independent. New governors assume control of Ciryatandor's five provinces. Behind the scenes, Akhōrahil directs the careful metamorphosis of his realm, staying wary of upsetting the Edain monarch in Númenor. Tribute continues to flow westward over the sea to Armenelos, and no open relations with Mordor occur during the next two hundred and fifty years.

2001 — Jí Indûr the Ringwraith captures the throne of Mûmakan on behalf of his evil mentor. He is crowned Jí Amaav II of Mûmakan. His people believed his arrival to be the second coming of the legendary First-king — the God-lord Amaav — and the Nazgûl had little trouble seizing control of the troubled nation. Ruling from the holy city of Amaru, Indûr united the semi-nomadic tribes and laid plans for further conquest. His reign lasts 1261 years, during which the Mûmakani become a corrupt people who subjugate Gan, eastern Dûshera and most of the great southern archipelago.

2029-2221 — King Tar-Atanamir (r. S.A. 2029-2221) orders Umbar strengthened and expanded, making it the greatest citadel in the region.

2221 — Tar-Atanamir the Great of Númenor dies, the first King of Westemnetse to pass without first relinquishing the scepter. His death brings Tar-Ancalimon to the throne and fosters a renewal of the programs that Tar-Atanamir had abandoned during the infirm years of preceding his demise. After reordering Númenor, the new King turns to his colonies in Endor and seeks a reaffirmation of their loyalty.

2250 — Tar-Atanamir's special envoy arrives in to Ciryatandor. By this time, the Storm King presides over a client kingdom that is ostensibly Dúnadan but is in fact Black Númenórean. Akhōrahil rules a domain that stretches from the Great Sea (Belegaer) to the huge Bay of Ormal on behalf of the Lord of the Rings. These strategic lands straddle all the routes across the Yellow Mountains and into southernmost Middle-earth. Sauron's hopes of keeping the Men of the West out of Far Harad rest with his Wraith-servant, and preparations for the conquest of Harad and the regions along the northern and eastern coasts of the Ormal Sea near completion. When Akhōrahil realizes that Númenor's desire for conquest remains unabated and that Tar-Ancalimon plans to crush pretenders who seek to rule in his stead in the lands claimed by Númenor, he orders the emissary held as a hostage and renounces his ties to his island birthplace. Ciryatandor becomes an official ally of the Black Land.

2251 — Tar-Ancalimon ransoms his messenger and proceeds to plan the reconquest of the territory held in thrall by the Storm King.

2280 — A Númenórean fleet lands in Tulwang, only two hundred miles to the northwest of the Akhōrahil's citadel. The Ringwraith sends an army to contest the debarkment, but they arrive too late. Scouts report the landfall and the Nazgûl's warlord orders a retreat to the foothills of their kingdom. Unfortunately for Akhōrahil's host, the Númenórean's force-march and catch them in arid lowlands near the Oasis of Fult. The Men of the West crush the Endorians, leaving Ciryatandor's western borders virtually defenseless. Akhōrahil flees his kingdom and goes north to join his master in Mordor before suffering the embarrassment of seeing his own capital razed. His flight ends the brief era of Ciryatandor's independence and preserves the prospects for further Adan exploitation in Far Harad and the lands to the south.

2281-3262 — Akhōrahil oversees Nûrn in Mordor. The slave-state serves as the Black Land's breadbasket. The Storm King exacts torment from any subject who threatens Sauron's plans. His ruthless rule insures the supply of precious food for Sauron's burgeoning armies. Vast herds of wild beasts feed the vast Orc hordes, while grain from the fields around Nûrn nourishes the Men of Mordor.

3000 — Mûmakan's expansion to the west proves unsuccessful in the face of opposition from the Ardan Council and the inherent strength of the Elves, Númenóreans, and Kirani who dominate the region. This situation leads to the Ringwraith Indûr's pact with the Magician of Tantûrak. With Mûmakani support, Tantûrak (Lond Hallacar) throws off the yoke of Númenórean rule and declares itself an independent kingdom.

3001-42 — Ar-Zimrathon of Númenor fails to crush the rebellion in Tantûrak, so the sundering succeeds. A few months later, Tantûrak and Koronandë abdicate the treaty of peace, leaving the Kirani surrounded by hostile neighbors. The coming years proved dark, as the Kiran republic becomes a disarmed and exploited land. Only the uncertain jealousies lingering between Tantûrak and Mûmakan prevent its outright conquest.

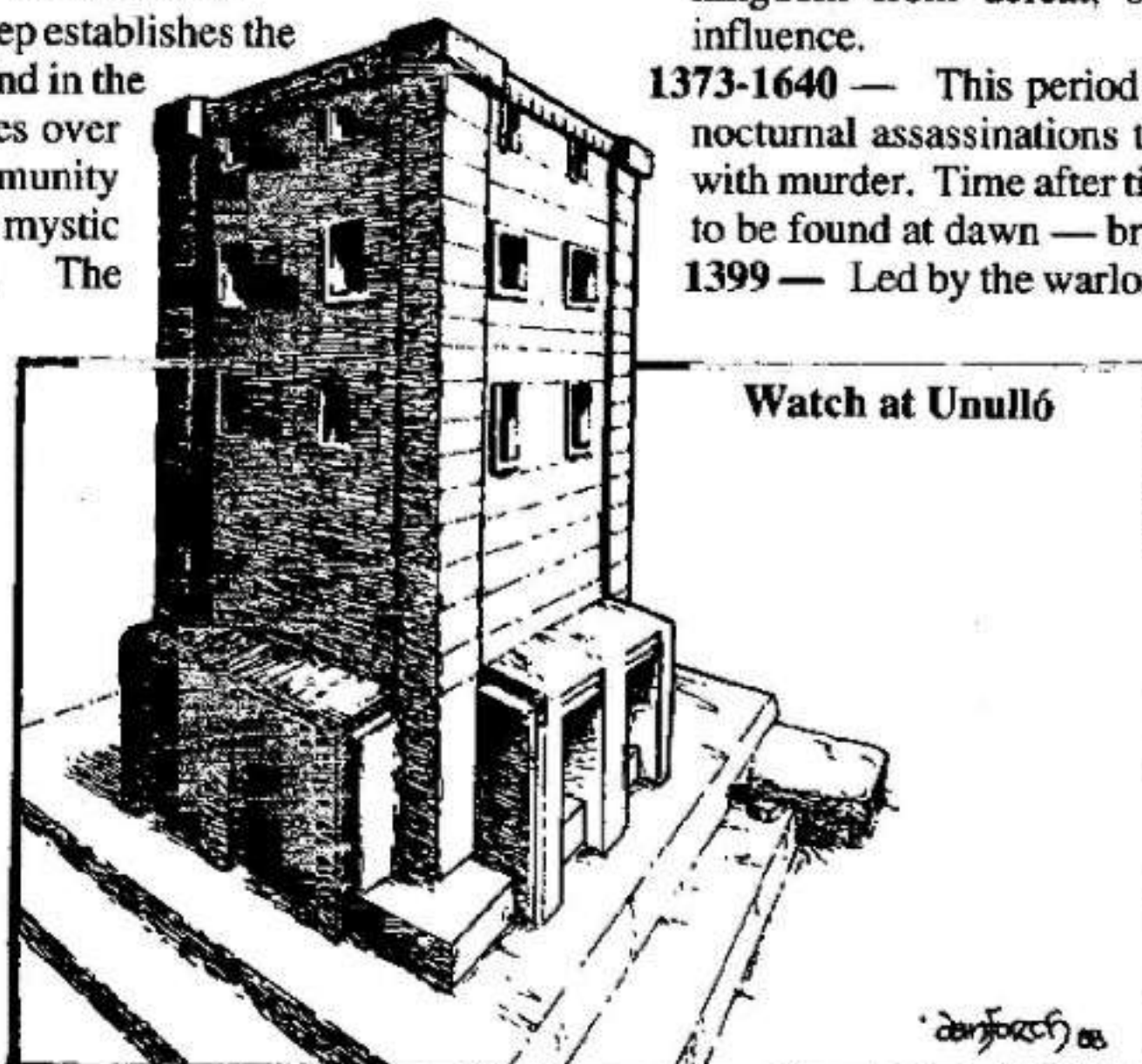
- 3213-15** — Civil war in Mirëdor. Er-Imrazôr's fourteen children struggle for control of the Dominions. The seven youngest form an alliance called the Valdacli (3214) and defeat their disunited siblings in a series of sieges and pitched battles. The Valdaclian victory at Onpu Mispîr ends the war (3215).
- 3215** — Founding of the Dominions of the Seven in the territory once encompassed by the Númenórean Princedom of Mirëdor.
- 3261** — The Númenórean invasion of Endor. Ar-Pharazôn's armada lands near Umbar. Ar-Pharazôn's invasion in S.A. 3261 precludes the completion of Sauron's armament. The Evil One journeys out of the Black Land to avert the destruction of his kingdom at the hands of the Númenórean invaders, enabling the Nazgûl to flee into hiding. Sauron is forced to surrender in the face of superior Adan arms and is taken as a captive to Númenor. While Sauron went to Westernesse in bondage, the Ringwraiths patiently awaited his return.
- 3262** — Ar-Pharazôn the Golden's forces terminate Indûr's reign in Mûmakan and end the independence of Tantûrak. The Númenórean invasion of Endor brings most of Westernesse's former holdings in Middle-earth back into the Adan fold. Mûmakan became a Númenórean subject state, its empire shattered. Jí Indûr retreats into the East.
- 3263** — Ar-Pharazôn exacts a heavy tribute from the Dominions of the Seven in order to offset the "cost of defending" the Princedom of Mirëdor.
- 3320** — After the Downfall of Númenor in S.A. 3319 and the reappearance of the Dark Lord in Middle-earth, Akhôrâhil returns to his castle of Luglûrak on the southern shores of Nûrnen. Dendra Dwar returns to Mordor. He resides in Barad-dûr until Sauron's fall in W.M. 1093 (S.A. 3441). Following the return of Sauron, Adûnaphel directs the campaigns waged by Sauron's troops in Harondor and Near Harad.
- 3429** — Akhôrâhil leads the host of Nûrn in the army that assails Ithilien in Gondor. Adûnaphel commands the southern flank of the horde. Oerviik Dral is crowned Hion of Locha.
- 3441** — The Nazgûl pass into the Shadows when Barad-dûr is broken and Sauron is overthrown. The end of the Second Age.

Third Age (Western Reckoning)

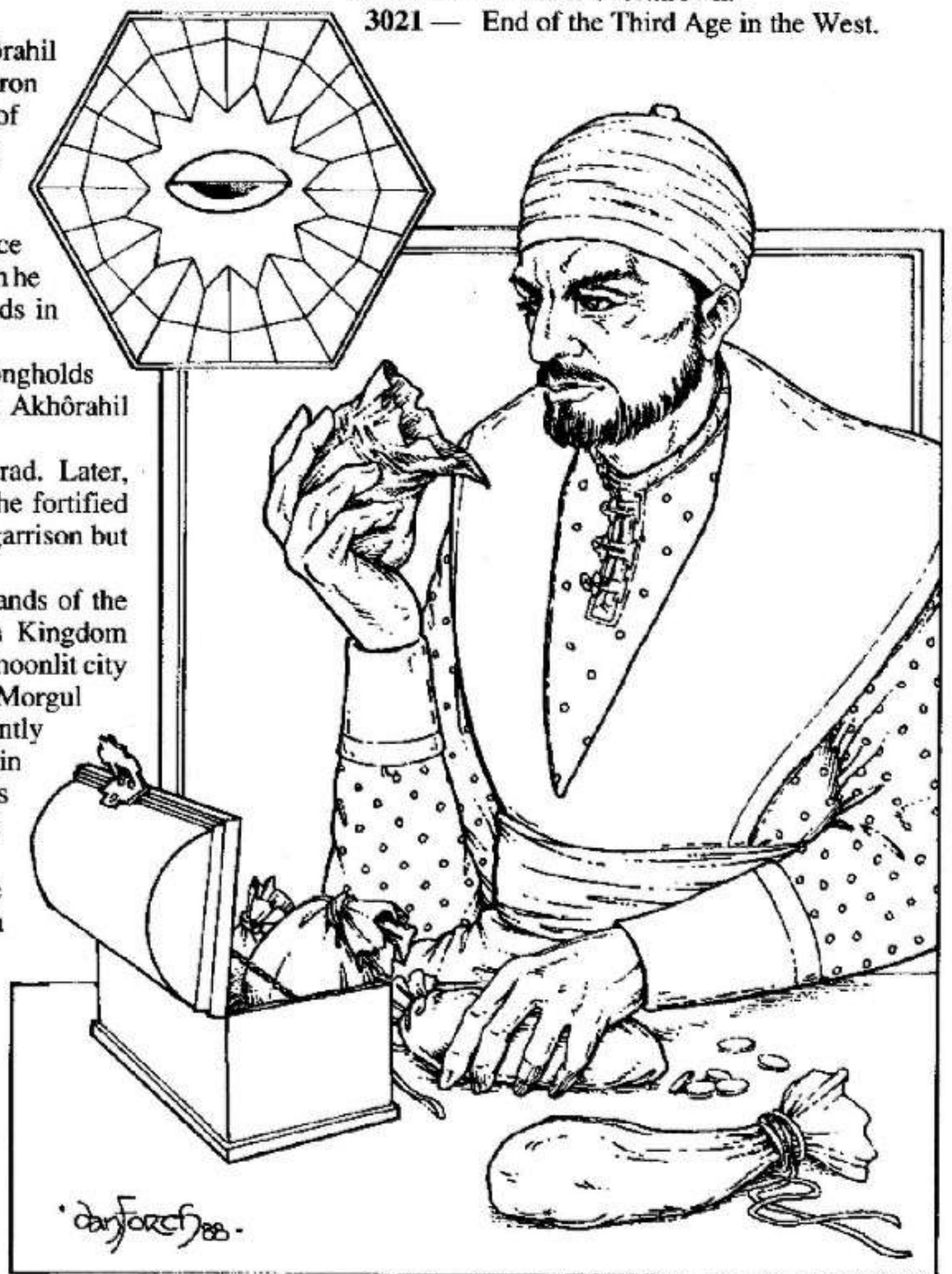
- 77** — Founding of the city of Mispîr at the mouth of the Onpu Mispîr. Built at the border of Elorna and Mirëdor, it is situated north of two ancient Númenórean fortresses.
- 349** — The Drel lord Hembur Smep establishes the port city of Ro-molló on an island in the Valagalen Bight. His town rises over the ruins of a monastic community founded by Arvarien, the insane mystic that gave Mirëdor its name. The monastery, which was known as Unulló, was sacked and razed by Ar-Pharazôn's warriors in S.A. 3263.
- 663-66** — Glorious but tragic reign of Imrazôr II. The young lord defeats the Mag at the Battle of Emyr Hith (664) and subjugates the Tumag later the same year. Unfortunately, Imrazôr's own mother Sakar-phor orders his assassination before he can consolidate his gains.
- 984** — With the aid of the Fuinar, Elorion rebuilds the Dúnadan

port city of Ostelor at the mouth of the river Celiant, at the border of Mirëdor and Drel.

- 1015** — The Haradrim slay King Ciryandil of Gondor. A Black Númenórean army led by Erakhôr of Dûsalan besieges Umbar.
- 1022** — The city of Alsarias is erected on the coast of central Mirëdor.
- 1050** — King Ciryaher of Gondor (r. T.A. 1015-1149), the last of the Ship-kings, completes the conquest of Harad. He assumes the name Hyarmendacil I and forces the Haradan Kings to accept him as overlord. The Dúnadan realm of Gondor reaches its height.
- 1051** — The Nazgûl reawaken and reappear beside Sauron at Dol Guldur in Rhovanion. Akhôrâhil takes form again in Middle-earth around T.A. 1050, but for the next five hundred and ninety years he resides in the Far South at Ny Chennacatt in the northern cliffs of the Yellow Mountains.
- 1051-1250** — Indûr consolidates his strength on the isle of E-Sorul Sare. His influence in Mûmakan grows slowly, but by T.A. 1250 his servants successfully maneuver the disarrayed tribes into a coalition commanded by his lieutenants. This loose union once again stirs the warlike Mûmak-riders into an aggressive policy of expansion.
- 1111** — The Mablâd, a tribe of Dwarves, appears in the Yellow Mountains. They found the city of Blackflame.
- 1203** — The Pel city of Arpel (aka "Katerre") is established at the mouth of the river Usîra, on the bay known as the Pel Bight.
- 1264** — Sauron orders Indûr to fly to the Citadel of Ardor and seek an "alliance" with the Elven Ardan Council, but the age-old rivalry for control of the Far South persists. Stalled by the evil group in Ardinaak, the Ringwraith considers the meeting an affront and councils the Dark Lord to avenge the rebuke. Sauron prefers to wait, however, for without the Ruling Ring, the Evil One regains his strength very slowly. Indûr's rivals endure an uneasy peace that never sits well with the Úlair.
- 1264-1640** — Jí Indûr rules Mûmakan as Jí Amaav III.
- 1365** — Under the "Magician's" sway, Tantûrak declares war on Koronandë. The conflict rages for seven years.
- 1366** — Ildanien of Bozisha-Dar becomes the first victim of the cruel Garks, the accursed Desert Screamer.
- 1372** — The Kirani appear to be on the edge of collapse when they sign a treaty with Tantûrak. Indûr's intervention saves the Kiran kingdom from defeat, but it begins an era of Mûmakani influence.
- 1373-1640** — This period is marked by the spate of ritualistic nocturnal assassinations that give birth to Indûr's association with murder. Time after time, his enemies perish in their sleep, to be found at dawn — brutally executed.
- 1399** — Led by the warlord Uthcú, Akhôrâhil's minions assail Tulwang in the first recorded campaign involving the Army of the Southern Dragon.
- 1414** — The Gark Nargalen discovers that the Half-troll Har-grog is responsible for the reign of murder in Úsakan and Mûmakan.
- 1432-47** — Kin-strife rages in Gondor. Castamir the Usurper rules the South Kingdom from T.A. 1437 until T.A. 1447. Catamir is defeated and slain at the Battle of the Crossings of Erui by King Eldacar's army of loyalists, but his rebels successfully retreat to Pelargir.



- 1448** — The survivors of Castamir's rebellious host seize the Gondorian Fleet based at Pelargir and sail southward across the Bay of Belfalas, seeking refuge from Eldacar's army. The rebels land at Umbar and take the rich port city. They are known thereafter as the Corsairs of Umbar.
- 1449-50** — Arcastur of Pel reveals the *Speakings of the Fire*, the dualistic tome incorporating the Words of Alûva and the Book of Malkôra. Arcastur becomes the first Prophet of the Servants of the Real Fire.
- 1540** — King Aldamir of Gondor (r. T.A. 1490-1540) is slain while fighting a combined force of Corsairs and Haradrim.
- 1551** — King Vinyarion of Gondor (r. T.A. 1540-1621) reconquers Harad. He is known thereafter as Hyarmendacil II.
- 1616** — After renouncing his lordship over the Knifeless Ones, Malezar is corrupted by the Nazgûl Adûnaphel of Vamag. He becomes a vampire.
- 1633** — The Half-troll Hargrog forms the Slayers.
- 1634** — Corsair raiders slay the Minardil, the Gondorian King (r. T.A. 1621-34).
- 1635-37** — The Great Plague.
- 1640** — The Ringwraiths return to Mordor. Akhôrâhil goes to Nûrn, in the south of the Black Land. Sauron commands him to quietly replenish the strength of the fief in anticipation for the Dark Lord's reopening of Mordor.
- 1705** — Eclipse over the Citadel of Ardor.
- 1810** — Retaliating against Corsair raiders, Prince Telumehtar of Gondor reconquers Umbar. Although he controls the port only briefly, Telumehtar succeeds in driving the Corsairs from the city.
- 1975** — After slowly rebuilding the Dark Lord's strongholds on the adjoining plateau of Nûrn, the Blind Lord Akhôrâhil receives a visit from the Witch-king.
- 2000** — The rise of the Servants of Vatra in Far Harad. Later, Sauron's Ringwraiths strike against Minas Ithil, the fortified capital of Ithilien, startling the valiant Gondorian garrison but failing to take the city. A two year siege ensues.
- 2002** — Minas Ithil and its Palantír fall into the hands of the Ringwraiths, thereby ending any hold the South Kingdom retained over Mordor. From this time onward, the moonlit city is called Minas Morgul. Akhôrâhil stays in Minas Morgul until the end of the Third Age. Although he frequently journeys to both Luglûrak in Nûrn and Barad-dûr in Gorgoroth, the Storm-king remains at the side of his captain, becoming the Witch-king's most valued lieutenant.
- 2178** — The sacred Haradan well at Tresti fails. The ancient city is abandoned and the practice of Moon worship in Far Harad begins to decline.
- 2194** — Pon Ifta is crowned King in Bozisha-Dar. His reign marks the inception of the cruel Sun Lord dynasty in Far Harad.
- 2460-2941** — Jí Indûr returns to Korlan and rules Mûmakan as Jí Amaav IV.
- 2758** — Three fleets from Umbar and Harad land along the southern coasts of Gondor. The invaders ravage southern portions of the South Kingdom. The Long Winter grips northwestern Endor.
- 2838** — Elenna Chy gives birth to Jenna, son of the Mûmakani lord Apyssan.
- 2857** — Jenna Chy leads a Sare army against the city of Harshandat, takes the great the port, and announces his war on the Gan.
- 2859** — Jenna Chy's Campaign of the Five Marches results in the conquest of Gan, Mûmakan, Tuktan, Geshaan, and Dûshera. Hathor, Koronande, and the Kingdoms of the Ūsakan sue for peace and become subject states of E-Sorul Sare.
- 2865-75** — The Island Wars result in apogee of the E-Chy. Mûlambur, Llikh, Amirakh, Kirakh, Cevra, and Arth all fall to marine forces of the Sare.
- 2879** — Jenna Chy dies of Es-keppa, a water-born disease.
- 2850-90** — The Servants of the Real Fire seize control of the Mag and Tumag lands.
- 2941** — Sauron goes home to the Dark Tower, leaving his threatened hold at Dol Guldur in Rhovanion. His Ringwraiths gather beside him.
- 3018-19** — War of the Ring. The Ringwraiths perish when Sauron of Mordor is overthrown.
- 3021** — End of the Third Age in the West.



A Seder with the Masters of the Gold Eye Insignia

3.0 THE SEVEN LANDS

The Seven Lands (Q. "Ostodori"), or Dominions, straddle the lower half of the great peninsula called Metharn (S. "South's End") or, more properly, Hyarnúmente (Q. "Southwest-point;" or "Mentelanari" which means "Yellow Point"). Blessed by a countless array of harbors, this strategic region focuses on the sea, which is particularly appropriate in light of the fact that it is here that the Belegaer meets the Haragaer. The chain of peaks that divides the peninsula in half reinforces this nautical outlook.

3.1 THE YELLOW MOUNTAINS

Stretching from the northeast to the extreme southwest of the Seven Dominions are the Yellow Mountains (S. "Ered Laranor;" Q. "Orolanari"), the most obvious and impacting feature in southwestern Endor. They are also among the most noble and interesting peaks in all of Arda. Rugged and rising to heights of over 10,000 feet, they present an imposing obstacle to be sure, but their southerly location and the prevailing weather lend a mellowing air to their lower reaches, and their fertile vales offer exceptional soils and comfort. Here, within a few miles, a traveller can encounter everything from parched savannas and steaming jungles to blistering glacial cold.

THE HISTORY OF THE OROLANARI

In the earliest of times, in the Spring of Arda, before the fall of the Two Lamps and the first great change in the world, the Yellow Mountains rose in the southeastern part of Middle-earth. Starting near the inland sea of Ormal (aka the Sea of Ringil), they ran south-southeastward, paralleling the shore that looked out over the vast East Sea (Q. "Romenëar") which sundered Endor from the Land of the Sun. The primeval Southland lay to their west, with the ancient Grey Mountains beyond. This was altered, however, when Melkor brought down the Lamps. When Ormal (the southern orb) fell, fire poured across the South and the shards cleaved Endor apart. Then, the melting waters from pillar that supported the Lamp flooded the land and filled the gulf, which joined the ocean and gave birth to what is now the Bay of Ormal.

The Yellow Mountains were swept southward and eastward until they formed a wall in the that separated most of Middle-earth from the Haragaer and Dark Lands of the continent beyond — Arda's Utter South. Thus, the Orolanari became the spine of the Far South. Thereafter (and now) they shelter the moist reaches of Endor's southern coasts from the drier lands of Drel, Mirëdor, Elorna, and Hyarn, and the very arid plains of Harad.

THE TERRAIN

So, the exact location of the mountain chain has changed since the early days of Arda. However, the character of the mountains is as it always was: volcanic and marked by a mixture of black and yellow landforms. Yellowish stone predominates in most areas, where there are deposits of rich loam hundreds of feet deep. The range is named for this rock, which is rich in quartz, feldspar, mica, and calcite, and shines like gold in the southern sunlight.

Groupings of volcanoes interrupt the march of yellower peaks across the southern horizon. Mostly dead or dormant, they are quiet reminders of a more violent age. These weathered, black cones surround geyser-basins and lake-filled craters. Caves and cavern systems wind through their foundations and serve as homes for the local Dwarves, who call themselves "Mablâd" — after the earth's steam, which they know as "Mabûl." The Mablâd have taken great pains to keep the subterranean locations hidden, since the Orolabani's volcanic beds are so rich in the ores that the Dwarves covet: silver, laen, and eog.

Regardless of the nature of the local heights, the Yellow Mountains are uniformly steeper on their northern and eastern sides. Bare rock predominates in the upper portions of these faces, where the grade is too severe to accommodate flora. By contrast, the southern and western sides of the range are gentle enough to permit travellers to walk up the mountainsides all the way to the summits.

THE PASSES

The Mabûl Mountains are difficult to cross, given the sheer drop on the northwestern side. Nonetheless, the larger river valleys cut deep enough into the range to provide natural points of passage. The greatest of these passes — the Twin Gap between Hyarn and Ūsakan and the Yellow Break that joins Hyarn to Turnag — are north of the Dominions, but five relatively inviting natural passes exist in the Seven Lands. The northernmost is the Elorman Cut at the headwaters of the river Sireshan. It is a much safer overland avenue than the Pel Stairs, a rude defile situated fifty miles to the southwest, between Mirëdor and Pel. Few use the Pel Stairs, since they are treacherous and often fog-covered, and because of the route's numerous rockfalls.

Instead, most folk use the well-known and well-trodden Trenth Walk (also called The Pass of Ages), a man-made pass hewn for the caravan trail from Alsarias to Trenth. The Mablâd constructed an underground stronghold at Blackflame ages ago in order to control trade along the Trenth Walk. Those who wish to utilize this pass must pay a toll to the Dwarves, who "retain the right" to bar passage to any party that fails to adhere to their rules. In this way the Mablâd greatly influence the politics and constituency of the Dominions while remaining aloof from Men.

Further south is the Cirith Celiant (S. "Silverbridge Pass;" P. "Fâdaraja Cupita"), which follows the river Celiant and serves as a broad conduit through the mountains above Drel. Undoubtedly the most significant pass in the Seven Lands, it is noted for its well-marked stone roadway. The Cirith Celiant is also the last true mountain pass, for the last route over the Yellow Mountains, the Aeluin Crossing, actually sweeps around the base of Minyadhras, the first and last spire in the range. It really just cuts between the mountains and some high foothills.

3.2 THE WESTERN DOMINIONS

The Western Dominions encompass the regions of Elorna, Mirëdor, and Drel, the three lands surrounding the beautiful Bay of Drel. Politically, these areas include the Dominions of Phorakôn, Imrazôr III, Araphor, and Terilaen. Geographically, they incorporate the Drel Basin, the Emyrn Eloro, the Elorman Wetlands, the fields of Maldor, and the great woodlands called Thontaur and Valagalen. This region is also home to three great rivers: the Onpu Mispîr, the Celiant, and the Onpu Aeluin.

3.21 DREL BASIN

The Drel Basin refers to the coastal lowlands bordering the Bay of Drel, between the Emyrn Eloro (Sûlcoron) and Valagalen. These shores adjoin the Elorman Wetlands and Maldor. Ideal for fishing and and full of natural harbors, the basin is a waterman's paradise. But for the shoals on the northern side of the Bay's mouth and the steep topography of the shore, it would have been home to many great port cities. As it is, it shelters only three significant anchorages: Mispîr, Ró-molló, and Ostelor.

Aside from the Mispîr Delta and the tidal marshes of Elorna, the coast of the Bay of Drel is uniformly rocky. Cliffs rising as high as 700 feet loom over golden beaches. The highest faces guard the northern and eastern shores, by the Emyrn Eloro and central Maldor

3.22 THE EMYN ELORO

The Emyr Eloro is a grouping of very black basalt hills that stand to the north of the Bay of Drel. Their boundaries roughly correspond with the border of Sûlcoron, the Dominion of Phorakôr. Sheer on their western and southern sides, they look like a vast collection of horns growing out of the surrounding seas and marshlands. These spires, which vary between 300 and 700 feet in height, are pocked with caves and tunnels, lava fissures that emit loud, steady whistles in the high winds that blow across the Western Dominions.

Although an island, Tol Turgul (Phorakôr's home) is an extension of the Emyr Eloro. It shares the features of the nearby coastal hills, but its highest summit reaches 900 feet.

3.23 THE ELORNAN WETLANDS

Elorna is a generally low land, much of it covered by salty tidal wetlands. While a haven for migratory birds, its bogs and fens are hardly suited to farming or proper settlement.

The awful Elornan Swamp is situated along the lower Onpu Mispîr, a half day's ride east of Mispîr. Choked with vines, twisted trees, ponds of scum, and a maze of lily-filled streams, it a small but formidable obstacle. Here, the density of foliage makes passage exceptionally difficult, and penetration into the deeper areas requires unending patience and a huge supply of sharp cutting blades. It is hardly surprising that there is no habitation in this choking wilderness. The only sizable animal life seems to be the hardy crocodiles and lizards, for no indigenous birds or mammals have been observed in the area. While the swamp's countless varieties of insects would seem to present appetizing treats for flying beasts, they are too numerous, too poisonous, and too vicious to invite predators. Even Men and Elves shy away from this haunt.

NOTE: *Local legends recall a creature known as Xarbanisan of the Swamp, a strange witchlike woman that stalks the foul fen on darker nights.*

3.24 THONTAUR

Thontaur is an ancient oak forest that seems to spring from solid rock. Its short, gnarled, moss-covered trees grow amidst a field of scattered granite boulders located south of the Onpu Mispîr. A labyrinth of twisting grey roots and boughs, the wood has a mystical air. Wild flowers and rhododendron accentuate this surreal but inspiring setting, which is watered by springs and the subterranean streams that accompany the flow of the nearby river.

While the woods near the port of Mispîr are considered safe and inviting, Thontaur is generally a place where few locals dare to tread. This is especially true of eastern two-thirds of the forest, which is inhabited by dozens of snake species; but it is hallowed by the Aden priests, who believe it to be the home of the Horned Serpent.

3.25 MALDOR

Aside from the jumbled and scary woodlands of Thontaur, Mirëdor is an enticing region. It is actually an amazingly flat coastal plateau, a large expanse of sun-burnished grasslands and yellowish soil that the Fuinar call Maldor, the "Golden Plains." Extremely fertile, like the nearby mountain vales, Maldor's yellow loam is rich in natural fertilizers, the result of ancient silt deposited by fast-moving glaciers. These plains are normally covered by scrub and short grasses, since the dearth of rain fosters a natural savanna. Still, many of the farmers of the region enjoy great success in their endeavors, for they join the fertility of the basin with irrigation and time-tested rotational planting.

Given the need to move their harvests, the Adena and Drel of Maldor built a fine secondary transportation system of roads that augment the region's myriad water routes. The main roads run between the coastal cities and towns, while lesser roads lead to Trenth (passing Blackflame) and other key points in the surrounding Dominions.

3.25 THE FOREST OF VALAGALEN

Unlike Thontaur, Valagalen is a large, somewhat inviting forest composed of myriad hardwoods and gigantic conifers. Its tall, straight trees stand like an endless army of noble columns, each reaching skyward to support a deep green canopy that shelters the leafy soil from the hot southern sun. Here, teaks, oaks, hemlocks, and a host of hearty redwoods and cypresses cover a rich coastal shelf with an average elevation of about five hundred feet above sea level.

Lakes and streams make Valagalen a bountiful place to live. Thus, it is not surprising that the Fuinar make their homes in the midst of this beautiful but well-protected woodland.

3.3 THE EASTERN DOMINIONS

Pel and lower Mag comprise the Eastern Dominions, the hilly lands facing the Haragaer just east of the Methyarn. Here lie the Dominions of Arthrazoc and Seregul. The chief geographical features in this region include the forests of Tathom and Taur Galen, the downlands of Emyr Angwi, Emyndin, Hith Emyr, and the rivers Usîra and Suriva.

3.31 TATHOM

Reputedly related to Thontaur, Tathom is a much more commonplace forest. Even though it is dense and frequently impassable along its edges, it reflects the normal character of the humid coastal woods that line the shores of much of southern Endor. Ebony (P. "Usamiti"), mahogany (P. "Lainimiti"), rosewood (P. "Shadamabo"), and teak (P. "Gumumiti") form Tathom's core, making it a rich source of highly-valued hardwoods. The Númenóreans harvested much of this prized lumber during the late Second Age.

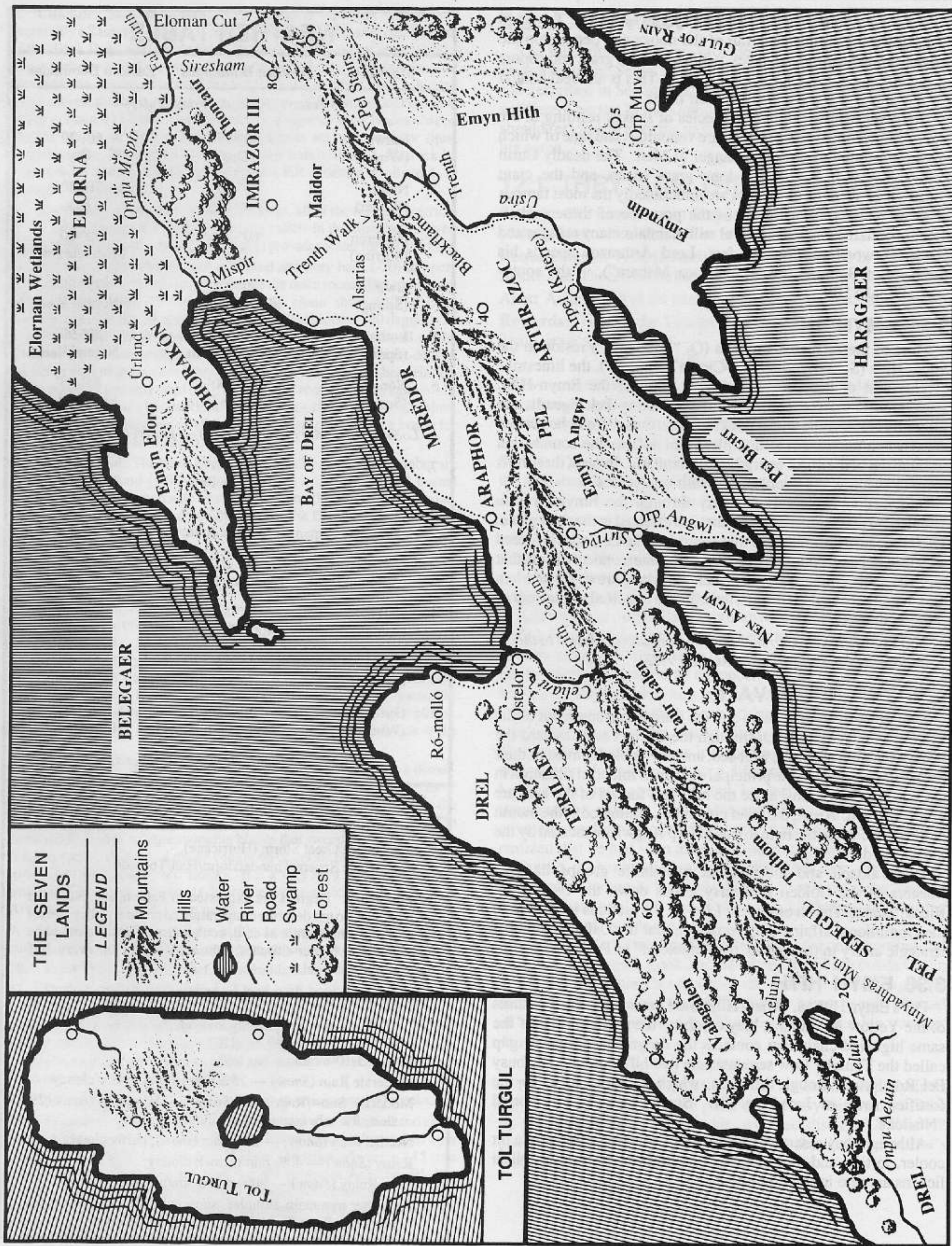
3.32 TAUR GALEN

Prior to the Númenórean incursions, Taur Galen (S. "Green Wood") was part of a larger forest that incorporated nearby Tathom. It has changed significantly during recent centuries. What was once a vast expanse of tropical hardwoods is now home to a plethora of huge ferns, gracile conifers, broadleaf evergreens, and palms. Dense, well-watered, dark, and misty, it has a primeval atmosphere. Few if any forests in Endor host more species of birds or small mammals.

Small bands of laurdanîli (Chaialla) live deep in Taur Galen, secluded in a virtually unassailable arboreal refuge set in the rainy foothills of the Yellow Mountains. Their short stature, exceptional non-visual senses, and ample forest experience enable them to survive in an area which is considered dangerous wilderness by the neighboring Pel.

3.33 EMYR ANGWI

The Emyr Angwi, or the "Snake Hills," are the westernmost of the Pel Hills. Graced with thousands of ribbon waterfalls and laced with a seemingly infinite number of caves and caverns, these heights are often likened to the Emyr Eloro, despite the fact that the two areas differ greatly. Unlike the volcanic hills along the Elornan coast, the Emyr Angwi are composed of limestone. Water, not lava, carved the Snake Hills' countless, stalactite-filled channels.



Rich vegetation covers the flanks of the Emyrn Angwi. Trees and lush, flowering shrubs peek out of the nooks and perch atop the ledges along the grey rock faces, while tall, thick grass and copses of mixed jungle cover the gentler slopes. This is an ideal habitat for the snakes that gave the hills their name.

There are over two hundred species of snakes residing in the Emyrn Angwi, thirty-six of which are venomous and nine of which are large enough to present a danger to Men. The deadly Curin Pelevag, a swift, seven foot long grass snake, and the giant constrictor called the Ormakûla are undoubtedly the most famous of these reptiles. Regardless of the presence of these snakes, though, both the Chaialla and Pel still maintain many refuges and places of worship here. In fact, Lord Arthrazoc spends his summers at Barad Angwi (P. "Nioca Manara"), in the south-central Snake Hills.

3.34 EMYNDIN

Most of the reclusive Chaialla (Q. "Iaurdanîli") reside in the Silent Hills (S. "Emyndin;" P. "Cimya Cilimavi"), the limestone heights east of the Usîra valley and south of the Emyrn Hith. Enchanted or cursed according to conflicting Pel legends, the Emyndin are covered with a thick, spongy, moss-like lichen called the Niasi, a pleasant-smelling plant that softens the sounds that resound out of the din of everyday Iaurdanîl life. Indeed, these hills seem to swallow the strongest footfalls and voices.

Oddly enough, sound can carry through the Emyndin with astonishing precision, assuming that it is directed in the right place. This is because the limestone that comprises the Emyndin is scored with thin but exceedingly deep crevasses, interconnected cuts that serve as sonic conduits. Thus, when the winds are right, or when the Chaialla strike their drums, the hills are engulfed in a torrent of echoing thunder.

NOTE: Well-suited to secrecy, the Emyndin are home to the Warders of the Night. (See Section 7.42)

3.35 THE USÎRA VALE

Two great rivers, the Usîra and the Suriva, run south out of the Yellow Mountains and cut through the Seven Lands toward the Haragaer. Both are deep, well-fed, and navigable for most of their course. They serve as the principal centers of inland civilization in the Eastern Dominions, since the hills and forests of the area are often untamed. Arpel, the chief city of Pel, is situated at the mouth of the Usîra, while the twin towns of Orp Angwi are located by the Suriva Fords.

The Valdacli and independent mercantile groups like the Masters of the Golden Eye ferry goods down the Usîra from Blackflame to Trenth or Arpel. Like all the factions interested in the Dominions' affairs, they recognize that the Usîra is the most strategic artery in the region, the "lifeblood" of Pel.

3.36 EMYN HITH

Pel's Emyrn Hith (S. "Misty Hills") are limestone fells. Foothills of the Yellow Mountains, they compose the northern half of the same highland chain that contains the Emyndin. A narrow gap called the Thunder Low separates the two hill regions. The busy Pel Road cuts through this pass, which is commanded by the fortified town of Jocadogo (Dr. "Small-dragon"), the storied "Nîsilôke."

Although they resemble the Emyndin, the Misty Hills are a bit cooler, loftier, and more tamed. In addition, the famous Niasi lichens are rare in the Emyrn Hith.

WEATHER TABLE

Months	Western Dominions	Eastern Dominions
— Yestarë (intercalary day: Yule) —		
1. Narwain (Winter)	45°-55° Dry	60°-70° Dry
2. Nînuî (Winter)	55°-65° Very Dry	70°-80° Dry
3. Gwaeron (Stirring)	60°-75° Dry	70°-80° Moderate Rain
4. Gwirth (Spring)	70°-85° Moderate Rain	75°-80° Normal Rain
5. Lothron (Spring)	85°-95° Moderate Rain	80°-90° Normal Rain
6. Nôruî (Summer)	90°-100° Moderate Rain	85°-95° Normal Rain
— Loëndë (intercalary day: Midyear) — Enderi (3 middle days)		
7. Cerveth (Summer)	90°-100° Moderate Rain	80°-90° Normal Rain
8. Úruî (Summer)	85°-95° Moderate Rain	75°-80° Normal Rain
9. Ivaneth (Autumn)	70°-85° Moderate Rain*	75°-80° Rainy*
10. Narbleth (Autumn)	65°-80° Normal Rain*	75°-80° Rainy†
11. Hithui (Fading)	55°-75° Normal Rain†	70°-80° Very Rainy†
12. Girithron (Winter)	50°-60° Normal Rain*	65°-75° Moderate Rain*
— Mettarë (intercalary day: Yearsend) —		

KEY

Special Notes:

† = 2% chance Great Storm (Hurricane),

* = 4% chance Severe Thunderstorm/Hail/Tornado

Temperature: Degrees are expressed in Fahrenheit. Note that most peoples do not describe temperature so precisely; they simply describe the temperature as cold, cool, warm or hot. To calculate temperature at higher altitudes, subtract 1 degree for every 300' more above sea level.

Precipitation: Refers to the % chance of rain or snow falling on a given day.

Very Dry — 1-2% rain

Dry — 3-10% rain

Moderate Rain (Snow) — 15% rain (snow); partly cloudy

Moderate Snow/Rain (Rain/Snow) — 5% snow (rain); 2% sleet; 8% rain (snow); partly cloudy

Normal Rain (Snow) — 25% rain (snow); partly cloudy

Rainy (Snow) — 40% rain (snow); cloudy

Very Rainy (Snow) — 80% rain (snow); cloudy

At higher mountain altitudes, snow will always occur when Moderate Snow/Rain yields a precipitation result.

4.0 WIND AND WATER

As noted, the Yellow Mountains that divide the Seven Lands create two distinct, albeit linked locales. The drier climate of the northern and western Dominions, those areas bordering the Belegaer, contrasts sharply with the humid weather associated with the Haragaer shores to the south and east.

4.1 THE BELEGAER

Although the rainfall along the Falas Belegaer (S. "Great Sea Coast") is hardly scarce, the region is generally dry. Strong northeasterlies prevent most of the region's moisture from reaching the soil. These steady winds southwestward out of Far Harad cut along the flanks of Yellow Mountains, bringing a dry heat that sucks away the mists borne off the sea. Although the warm currents that run along the shores often bring rain, most falls on the ocean or in highlands near the Hyarnúmente (Q. "Southwest-point;" S. "Metharn"), at the tip of Drel.

Despite this relative dearth of precipitation, the Belegaer Coast is hardly arid. An abundance of rivers, frequent morning mists, and periodic showers provide enough water to make this region relatively rich. Just as important, the rains, while seemingly capricious, are well-distributed through the seasons.

The temperature along the Falas Belegaer is usually warm. Even in the midwinter, temperatures rarely dip below the forties (Fahrenheit). The warm ocean currents from the Southwest temper the weather, regardless of the time of year. Still, the strong winds occasionally carry cold air out of the North or off the Orolanari, conferring a rare frost and threatening the livelihood of the region's farmers and highlanders.

4.11 THE BAY OF DREL

The Bay of Drel is one of the best fishing grounds in all of Endor. Warmed by gentle ocean currents out of the southwest and sheltered from the Belegaer by the Elorman peninsula and the Drel Cliffs, it is a pleasant, placid gulf. Thousands of fish species reside in these clear, warm waters, but the bay's most notable resource is undoubtedly the seemingly inexhaustible supply of superb shellfish. Vast beds of clams, oysters, and crabs, all considered delicacies in inland regions of Endor, provide local fishermen and the Dominions' economy with a rich, steady source of income.

Dotted with small islets and guarded by shoals and reefs, the Bay of Drel is a somewhat self-contained environment. Nonetheless, it has four distinct sections. In the north, where the Eryn Eloro march into the water, black spires, arches, and sea caves characterize the cliffs that line the shores. Nearby, the huge tidal-marsh called the Elorman Wetlands adjoins the northeastern part of the bay, giving or receiving water according to the tides and the weather. South of this plain, along the Mirëdoran seashore, the grassy shelf called Maldor falls away to golden beaches. These sands get finer and whiter around the mouth of the Celiant. West of the Celiant, the cliffs get taller and steeper, forming an unbroken wall that divides the silvery shore from the forested shelf called Drel.

4.12 AELUIN

Known to Men simply as "Blue Lake," Aeluin is by far the largest freshwater body in the Dominions. Its cool, deep, purplish waters are considered to be the most enchanted and enticing in all of southwestern Endor. Tucked between the green Valagalen and the golden peaks of the Orolanari, it is a breathtaking sight.

As might be expected, fishing in the Aeluin is excellent, but the lake is used for a variety of spiritual, commercial, and recreational purposes. The surface exudes a feeling of calmness and serenity, making it a favorite place of meditation for the Drel. Drel and Fuinar use Aeluin all year—except in the seventh month, when the strange beasts that reputedly inhabit the 1000' deep waters supposedly manifest themselves.

Known in the Drel tongue as the Cidimbu Dubanavi (Dr. "Pool-creatures"), these apparently large, dark monsters defy documentation. Visiting Bards and Seers relate contradictory accounts of their threatening nature, while the Fuinar maintain that they are nothing more than harmless Water-worms. The Drel offer numerous explanations: that they are hoaxes, mutant fish, or even the workings of the Powers. Whatever the case, no one has ever witnessed the Dubanavi attack anyone, and the only evidence that they are dangerous is tied to the infrequent disappearances of the curious travellers who break the Ban of the Seventh Month.

NOTE: *The Cidimbu Dubanavi (sing. "Cidimbu Dubana") are actually Water-drakes that dwell in ancient lava-caverns that line the walls near the bottom of Aeluin. See Section 5.2 for more information about these creatures.*

4.2 THE HARAGAER

The Haragaer (S. "South Sea") is part of the Ekkaia (Q. "Encircling Sea") that protects the northern, eastern, and southern shores of Middle-earth. Stretching from the Hyarnúmente in the West to the Waw and Vulm Shryac in the East, it separates Endor from the continent of Mórenore (Q. "Dark Land;" aka "Hyarmenore" or "Móryarmene") in the Utter South. It is a warm, shallow sea, full of life and surrounded by fertile coastlines.

The prevailing sea currents run eastward along the Endorian shore, while the winds generally blow westward. Storms are frequent, albeit short. The plentiful rainfall is greatest during the fall and early winter and is relatively light throughout the late summer. Rains are strongest in the highlands, where the air rises and cools as it moves westward, dropping its water on the upland rainforests. The most notable of these wet woods is the Cupiga Witu (P. "Thunder Wood") between Pel and Mag.

Among the numerous bays that serrate the Pel shoreline, four are particularly important. The Guba Rengi (P. "Yellow Bay") is westernmost of the group. Reaching inland nearly to the base of Minyadhras at the end of the Yellow Mountains, it is a strategic anchorage filled with the ruins of dozens of Númenórean, Mûlambaran, and Sarean harbor-holds. Given the fact that the Aeluin Crossing skirts the northern edge of the bay and that the Hyarnúmente is only eighty miles to the west, Yellow Bay has always attracted maritime brigands. The bay's proximity to local trade routes makes it a select haven, and the Warders of the Night (see Sec. 7.42) have maintained a citadel here for many decades.

The other three bays include (from west to east) the Snake Inlet (Q. "Nénlin Angwi;" P. "Manaregebu"), the Pel Bight (P. "Pelegebu"), and the Gulf of Rain (P. "Geba Muva"). Separated from the Pel Bight by the Eryn Angwi, Snake Inlet is a relatively pristine bay. The Taur Galen lines its western shore, and there is relatively little settlement concentrated on its flanks. Thus, it is an ideal retreat for fishermen. The Pel Bight, however, is a bustling center of commercial trade. This bay serves as the outlet of the Usíra river and is invariably crowded with ships, most of which dock at Arpel (Katerre). On the other hand, the much larger Gulf of Rain, which borders both Pel and Mag and is surrounded the Thunder Wood, is virtually deserted except for coastal canoes and a few logging vessels.

5.0 FLORA AND FAUNA

Generally, the Dominions encompass three distinct climatic regions. The area to the northwest of the Yellow Mountains, which includes the land along the coast of the Belegaer, is warm and rather dry. While the river valleys are often lush, most of the land is often gripped by drought, which is reflected by the area's relatively austere plant- and sparse animal-life.

By contrast, the hot, humid region to the southeast of the Fred Laranor is teeming with life. Plentiful rainfall keeps this hilly region well-watered. As a result, thousands of plant and animal species occupy the area, making it an exciting (albeit dangerous) place where able hunters and gatherers have little trouble living off the land's bountiful offerings.

The mountains that separate the two coastal lowlands encompass a veritable rainbow of ecosystems. Each side of the range is characterized by no less than five ecological zones. Naturally, these ecosystems have their own peculiar flora and fauna.

5.1 FLORA

While unique in detail, the flora of the drier Western Dominions resembles that found further north, particularly around the Bay of Far Harad. The northwestern flanks of the Yellow Mountains incorporate five distinct ecosystems: savanna, mixed forest, coniferous forest, heath, and alpine belts.

The Eastern Dominions reflect the character of the land south of the Yellow Mountains. Humid, warm, and often steaming, this hilly region is noted for its thick grasslands, rich tropical hardwoods, and numerous rain forests. Further up in elevation, on the eastern and southern side of the continental divide, there are five ecological belts: temperate grasslands, rain forest, bamboo forest, heath, and alpine.

The following are descriptions of some of the most notable plants found in the Seven Lands.

WESTERN DOMINIONS

Akbutege — Akbutege is a hardy shrub that grows in the Elornan Wetlands. A member of the laurel family, it averages about 4' in height and is known for its twisting, gnarled, black trunk. During winter, its dark green leaves are bright pink on their undersides. This hue is a signal to herbalists, who then gather the leaves for use in healing. When eaten, a "ripe" Akbutege leaf heals 1-10 concussion hits.

Alambas — Alambas grows on the Talath Mallen in Mirëdor. Actually a succulent, it is a short, bright gold grass found in very sunny spots. Healers crush the grass in order to extract its thick juices, which they use to treat burns. A single 3' long stalk produces enough lotion to heal four square feet of even third degree burns.

Balaak — Found in the tidal marshes along the Elornan shore, Balaak is a reed which has a brilliant blue, spearpoint-shaped crown. Locals harvest and brew the stalk, making a medicinal herbal tea that works wonders on breaks. A four ounce dose of Balaak will heal the worst shattered bone.

Black Cypress — Aside from the Goldwood, the Black Cypress is the largest evergreen in southwestern Endor. It has a black trunk and dark green, overlapping, scale-like leaves. Standing up to 200' in height, these huge trees produce some of the finest ship-building lumber in Middle-earth. The wood is hard to work, but anything fashioned from it will be exceptionally strong (e.g., the equivalent of -5 iron).

Goldwood — Goldwood trees reach heights of 300' and are up to 60' in girth. Ancient, rare, and exceedingly tough, they are used by the Fuinar of Valagalen as homesites. The Elves carefully carve rooms inside the larger trees without endangering the trunk.

Yellow Hemlock — A graceful, pyramidal evergreen, the Yellow Hemlock reaches heights of 75'. It produces a yellowish cone; thus its name. Harfy, its seemingly-enchanted resin can be used as a powerful coagulant. It immediately stops bleeding when applied directly to a wound (regardless of how severe).



EASTERN DOMINIONS

Curfalaka — A relatively rare fruit-bearing bush, Curfalaka grows in the swamper parts of the highland jungles and in the woods along the Pel coast. When ingested, its soft, round, purplish fruit will heal muscles.

Gort — Gort is a jungle vine, a parasite known for its beautiful blue-green leaves and pleasant fragrance. Its lavender flowers grow quickly, reaching diameters of around 10". Gort leaves contain a powerful intoxicant and, when ingested, produce hallucinations and euphoria. (Add +10 to user's Pr for 2hrs, but afterwards user operates at -50 for 1-10 hrs.)

Gumumiti — (P. "Teak") A tall, tropical hardwood, the Gumumiti is known for its resinous, yellow-brown wood. Gumumitivi grow to heights of 120' and are common throughout Tathorn, Taur Galen, and in the rainforest called Thunder Wood. Shorter trees of the same species grow in the Yellow Mountains, as well as Valagalen. The Gumumiti's small, dark green leaves are ingested as an herb. Called Witav, they relieve reduce the effects of being stunned by twenty seconds (2 rds).

Lainimit — (P. "Mahogany") Reddish-brown or tan, hard Lainimit lumber is both beautiful and highly useful. The tree also produces medicinal leaves called Welwal. When ingested, they reduce the effects of being stunned by thirty seconds (3 rds). Lainimitivi are common and quite tall (up to 90' in height), and serve as a major source of revenue in the Eastern Dominions.

Shadamabo — (P. "Rosewood") Heavy, hard, and reddish, Shadamabo is used to produce sturdy furniture and durable spears. The tree itself is a tropical hardwood that reaches up to 100' in height.

Slird — A short, citrus tree, the Slird produces a bright red fruit that resembles a lemon. Paste derived from the fruit is used by elite Pel in combat, since it is a fast-acting (Lvl 2) circulatory poison. It strikes victims in 10-20 seconds, paralyzing 1-6 extremities (head, genitals, hands, feet) for 1-100 days.

Tarnas — Tarnas is a relatively rare, benign fungus that attacks Lainimit trees. It forms small, grey nodules on exposed areas of the trunk. These nodules produce a strong tea, a dose of which will repair any organ damage. When imbibed, the tea also produces 1-10 hours of nausea (leaving the imbiber at -50).

Usamiti — (P. "Ebony") Hard, dense, and often jet black in color, the Usamiti produces wood which is often prized like jade or gold.

5.2 FAUNA

The Seven Lands offer a comfortable habitat to a wide variety of animals. Blessed with many streams and rivers, the region is an perfect abode for reptiles and amphibians. The large dense forests and rich grasslands a huge mammalian population, from small monkeys to the huge Mûmakil. A multitude of avians, including brightly-colored song-birds and swift predators, share the woods with countless insects, while frighteningly cruel fell beasts challenge the mountain cats and bears for control of the highlands.

Some brief notes follow concerning some of the Dominions' more significant animals.

Cliff Lion — (P. "Jabali Simba; pl. "Jabali Simbavi") The snowy-white Cliff Lion lives around the Bay of Drel, or in the lower reaches of the Yellow Mountains around Aeluin. Solitary creatures, they dart away unless hungry, cornered, or surprised. They are hard to confront, given their preference for virtually sheer terrain, remote rocky clefts, and caves. Normally active in the morning and evening, they roam the highlands and coastal fells in search of goats, sheep, rodents, or carrion. Cliff Lions stalk their prey, and then strike with swift bites to the napes of their foes' necks.

Fell-turtle — (S. "Aeg-crûmor;" pl. "Aeg-crymyr") Also called the Turtle-fish or "Fastitocalon," these rare but formidable creatures grow as large as fifty feet in length. They live in deep waters but, when hungry or angry, they may swim closer to the coast. There, they hunt everything from large fish to small boats piloted by foolish seamen.

Grey Ape — (P. "Cijuvu Niavi;" pl. "Cijuvu Niavimi;" S. "Peredrûgwith") Grey, shaggy-haired, and heavily-built, Grey-apes are a powerful beasts that live alone, in pairs, or in small family groups in the forests of Pel. They stand up to 5' in height and weigh up 300 lbs. The Grey Ape's long arms reach to its ankles when it stands erect, and its broad hands have opposable digits. Coupled with its great upper body strength, these features enable them to swing from tree to tree and climb with amazing ease. Their short, relatively weak legs, though, prevent them from running or walking efficiently. When they move about on the jungle floor, either upright or on all fours, they travel exhibit an awkward, halting gait.

Mûmak — The huge, fearsome, and majestic Mûmak (pl. "Mûmakil;" P. "Tembo;" pl. "Tembovi") is the "lord" of Endor's southern wilds. Growing up to thirty feet in length and standing up to 17 feet in height at the shoulder, they have few foes. Fortunately for their rivals, though, Mûmakil are vegetarians. They rest in the midday heat and occasionally relax at night, but most of the time they roam in search of nutritious roots, leaves, shoots, twigs, and fruits. Using their agile trunks and huge tusks, which grow as long as 7', they can reach through narrow clefts and dig through the toughest soils. These social beasts travel in herds and adapt well (albeit reluctantly) to domestication. When aroused though, they can be deadly fighters. Both the Úsakani and the Mûmakani have long prized them as mounts for war.

Rain-drake — (aka "Lake-worms" or "Pool-creatures;" P. "Cidimbu Dubana;" pl. "Cidimbu Dubanavi") Related to the Water-drakes found in the caves and caverns deep beneath Endor, Rain-drakes dwell in fresh water. They live in the lakes and deeper, remoter rivers near the flanks of the Yellow Mountains. Most reside in submarine caves, although a few make huge nests out of fallen trees, rocks, and other natural debris. Dark blue and black, they have four, long, nimble, claw-tipped fins and huge jaws that bristle with four rows of four inch long teeth. (See 4.12.)



Slow-fang — (P. "Epesi Jino;" pl. "Epesi Jinovi") The Slow-fang is large (9' long), tree-dwelling, jungle lizard. Their body coloration varies with the surface they happen to cross, although it is usually brownish and has mottled green stripes. They have friction pads on their feet, specialized scales that enable them to stick to vertical surfaces for indefinite periods. The Slow-fangs are naturally agile tree-climbers. This feature, however, impairs their movement on the jungle floor, and they are awkward runners; thus their name. Still, they can be quite deadly. Endowed with a strong, 6' long prehensile tongue that acts like a whip or bola, they can strike a foe quickly. Then they bite the immobilized victim with a pair of 7" fangs, injecting a mild (2nd lvl) muscle poison. This venom disables the prey long enough for the Slow-fang to slowly discard any inedible trappings (e.g., clothing) before swallowing the meal in one long gulp.

Trusa — (P. "Leaf Frog") An arboreal creature, the Trusa (pl. "Trusavi") is adapted for gliding from tree to tree. It has a broad head, a long slim body, and elongated limbs with webbed feet. Flaps of skin fringe the forelimbs and heels, permitting the creature to extend its body and create a bizarre but effective set of "wings." This bright red and blue frog grows no larger than about 3 inches in length, but they are among the deadliest animals in the humid woodlands of southeastern Middle-earth. If touched, the spines on the back of the Trusa will inject a strong (lvl 4) poison which acts in 1-10 rds. A victims who fails his RR by 21 or more dies, while one who fails by 11-20 becomes blind and falls into a coma. A RR failure of 01-10 leaves the victim blind in 1-2 eyes.

6.0 PEOPLES & CULTURES

The inhabitants of the Seven Lands are primarily Apysani or Kirani folk, or a mixture of the two groups. Númenórean bloodlines, which are generally confined to the wealthier or more powerful segments of urban society, are becoming increasingly diluted. Three other peoples, the Fuina Elves, the Mablâd Dwarves, and the diminutive Drúedain called the Iauradanîl, confine their influence to relatively small areas.

6.1 THE ADENA

The Adena are the principal inhabitants of Hyarn, Elorna, and Mirëdor. They thrive in very warm environments and are well-suited to the alternating wet and dry seasons found in the western Dominions. Still, Aden groups favor the woodlands, wetlands, and urban areas, leaving the open territories to the Sederi.

The Adena



RACIAL ORIGINS

The Adena are distantly related to the Apysaic-speaking Haradrim of Far Harad. They are also close kin of the less numerous Drel, Apysani who reside further south. Their greyish skin and wavy black hair suggests their ancient roots in the region, for of all the Men of southwestern Middle-earth, the Adena have lived here the longest.

POLITICAL STRUCTURE

Like the Númenóreans who subjugated them during the Second Age, the Adena favor oligarchic politics. Powerful matriarchs wield the greatest authority.

SOCIAL STRUCTURE

Aden society is based around seven tribal units. Each of these closely-aligned tribes has two partner-tribes, groups with which the tribe carries out most of its trade and social intercourse.

The matrilineal Adena practice monogamy and marry exclusively outside the tribe. Marital options, however, are generally restricted to a choice between mates from one of the Aden's two partner-tribes. Men reside in their mother's household and raise their sister's children.

MILITARY STRUCTURE

Aden matriarchs maintain a standing force of retainers, warriors who constitute the only standing army in a given tribe. All able-bodied Aden males and females are trained in arts of warcraft, and each household is equipped with at least two spears and one sword for each resident of age.

CURRENCY

The Adena mint only bronze and copper currency, thick round ingots that weigh about 2 pounds (1 kg) and circulate for commercial purposes. Fortunately, silver currency from Mirëdor and Harad abounds, so the Adena rely on foreign money for most transactions that cannot be carried out through simple barter.

APPEARANCE

Slight yet strong, the grey-skinned Adena resemble most of the peoples found to the north and west of the Yellow Mountains. Both their wavy hair and deeply-inset eyes are uniformly black, although some Adena with Dúnadan blood have brown eyes. Many have broad or malformed heads, since the more devoutly religious Adena practice infantile head-binding.

Aden women adorn themselves elaborately and, like their male counterparts, wear light, practical cotton clothing. Warriors protect themselves with carefully-sewn quilted armor, which is generally made of bone and silk.

HOUSING

The Adena reside in round or oval structures. Constructed of wooden frames with felt, wood, or brick walls, they have partially submerged stone or brick foundations. Most have only two chambers, one for storage and one for the family, but all have movable partitions that serve to divide the living quarters. Wealthy or powerful Adena live in two-story homes with as many as fourteen chambers.

DIET

The Adena eat large amounts of grain and dairy products, together with fish and crustaceans. A wide variety of nuts and berries supplements the well-spiced Aden diet.

WORSHIP

The Adena openly worship spirits associated with the union between earth and water, which connotes life and fertility. Serpents dominate their pantheon, and the winged serpent serves as their most illustrious diety. The horned serpent, the spirit of conception and birth, is the most beloved Aden god, while the sea-serpent is feared for its association with rain and storms.

6.2 THE SEDERI

The Sederi reside in the open country of Mirëdor, Pel, and Elorna in the northern Dominions, as well as in the neighboring lands of Mag, Tumag, and Hyarn. Quite comfortable in desert, plains, or rugged lowlands, they shun the forests favored by their more numerous rivals. They avoid extremely cold areas since they are prone to disease and viral infections in cool climates.

RACIAL ORIGINS

Legends say that the Sederi comprise one of the "wild tribes" who, by their appearance, appear to have originated further inland, perhaps from Harad. The Sederi tribes are actually a Kiran people who entered the area from Dûshera. While written confirmation of Sederi ancestry is rare, they appear to be the only survivors of what was once a large confederation of western Kirani.

POLITICAL STRUCTURE

The Sederi come from one of two tribes — the Cubuwa and the Casu-sadu — each of which is composed of seven clans. In turn, the clans are composed of numerous extended family units. Interclan competition is fierce, and property disputes are quite common. Thus, even in the best of times, the Sederi maintain only a loose alliance.

Each clan is led by a leader, or "Macu," who is usually the greatest warrior. Elections are held every six months at the clan's two Assemblies (Se. "Macutanoma;" sing. "Macutano"), which are held at midwinter and midsummer. Both men and women are eligible to stand as Macu, but the honor usually passes to a male.

SOCIAL STRUCTURE

The clans join each spring and fall, at the equinoxes, for the two "Forge Festivals." Featuring sporting events and tests of will, these gatherings serve as the principal social outlets for an otherwise scattered people. Macu take advantage of these raucous events to arrange intertribal marriages.

MILITARY STRUCTURE

Sederi are exposed to weapons almost from birth. Indeed, dulled weapons of death are used as infants' toys in many clans, particularly the Acasu. All Sederi receive formal training with the dagger, short sword, and blow gun at age five. By the time they reach adulthood, they are able hunters and trackers.

Talented youngsters may be apprenticed to martial arts masters who travel between the tribes. There the young Sederi discover the most powerful ways of combat and learn the mystical means of enhancing their fighting abilities. Due to strict training and singleness of purpose, Sederi monks enjoy a reputation for being one of the most intimidating forces (for their size) in the Dominions. Most of these monks serve Imrazôr III and roam upper Mirëdor, from the northern edge of the Malinelanta to the Celiant.

CURRENCY

No monetary units are employed in Sederi culture. Since all services are rendered for the good of the tribe and all material belongings are communal clan property, property is distributed according to seniority or societal utility. When dealing with outsiders (which occurs rarely), Sederi usually bargain with information or services. When this fails, the Sederi can always bargain with the trespassers' lives.

APPEARANCE

Sederi are very dark, brown-skinned, slender, and average 5'9" in height. They usually have dark eyes and coal-black hair, which they braid. Men cultivate well-trimmed beards and mustaches, while women coil their long hair in elaborate knots. The western Sederi prefer loose, light-colored clothing that protects against the sun while allowing them the ability to blend into surrounding terrain. Eastern groups share their preferences but wear considerably fewer garments.

HOUSING

A semi-nomadic race, the mobile Sederi carry their homes from place to place. To this end, they employ two types of tenting: a light, oiled lined is used during warmer months and, a conical hide tent which resists stronger winds and insulates against colder climes. In some places they have live in relatively permanent camps, while in others they build transient communities at the base of sheltered ravines or in secret caverns.

The villages of Reshani and Sondru, once frequently-used campsites, now serve as the centers of Sederi trade. Cubuwa clans gather to trade at Reshani all year' round. The Casu-sadu are beginning to view Sondru as the focus of their political and religious affairs.

Monks in the plains or grasslands usually abandon the idea of a formal encampment in favor of avoiding contact with others. Thus, they burrow into the ground and cover themselves with an oval shield that doubles as a sort of ceiling. Using small bamboo pipes for breathing tubes, they are virtually invisible at night. Since the ground is a superb conductor of sound and vibration, the quiet Sederi senties can monitor the presence of intruders. The group leader can respond to danger by issuing a prearranged alarm by tugging on ropes laid along the ground, enabling the slumbering monks to rise and surprise their foes.

DIET

The Sederi are hunters and gatherers who subsist on what game and plant life exist in the lowlands and grasslands of their homelands. For travelling fare, they favor a thick minty paste made from Sedu, the plant from which the Sederi derived their name.

WORSHIP

The Sederi worship a variety of dieties and frequently borrow beliefs and practices from the Adena or the Drel. Their principal rituals center around homage to Ascuru Hudari, the God of Struggles. (He appears to be the equivalent of the Vala Tulkas.) Now, however, an increasing number of Sederi are turning toward Darkness. Some adhere to the tenets of the Servants of the Real Fire (see 7.31), while a small but powerful faction subscribes to the influence of the Cult of the Dark Overlord (see 7.22). Like all of the peoples of the Seven Lands, the Sederi struggle with the omnipresent threat from the Shadow in the South.

6.3 THE DREL

The Drel live in the southwestern Dominions. Their domain extends as far the Hyarnúmente and surrounds the Fuina realm of Valagalen.

RACIAL ORIGINS

Like the Adena, the Drel originated as a collection of Apysaic-speaking tribes. These people migrated westward across Far Harad during the early Second Age. Settling periodically, they pushed farther to the west and south under pressure from more warlike Haradrim, including their Aden kinsmen. Now they occupy the land that bears their name.

Much of the Drel's heritage stems from Fuina and Númenórean influence. Relative latecomers, the Drel arrived in southwestern Middle-earth in S.A. 650, around the same time that the first Dúnadan ships dropped anchor in the bay that now bears their name (i.e., The Bay of Drel). Their encounters with the powerful Fuinar and, later, with colonists from Númenor led them to abandon many of their older ways. By the time of Tar-Ciryatan's conquests, the Drel already accepted many Elven and Dúnadan ways.

POLITICAL STRUCTURE

The Drel thrive in a complex and often turbulent political atmosphere. Disunified and suspicious of central authority, they shun the usual governmental forms, preferring to rely on chaotic democratic assemblies called "Makutanovi" (sing. "Makutano"). Headmen, or "Babivi," gather and organize their extended families for these affairs, which are held four times a year — at Midwinter, Blossoming, Midsummer, and Raintime.

SOCIAL STRUCTURE

Predisposed to a very warm environment, the Drel are well-suited to their homeland. Their nature impedes significant activity during the dry season, when they retreat to the wooded foothills of Metham. The Drel confine their labors and frenzied celebrations to the rainy or temperate months.

The closely-knit Drel are a boisterous folk that devote three days a week to revelry and rowdy communion. Using complex dances, myriad musical conventions, and elaborately-staged historical recitals and vocal dramas, they publicly impart their values — all the while cementing ties and reinforcing traditions. No people, even the Dunlendings, are as given to open displays of their feelings or as committed to passionate debate.

Albeit monogamous, the Drel differ from the Adena in that they have long abandoned their ancient matrilineal kinship pattern. Drel males dominate family life and, upon marriage, Drel wives move to their husband's household. Their homes contain large extended families presided over by a patriarch whose wife serves as the familial priestess or shaman.

The Drel adhere to a relatively rigid caste system based on three distinct groups. Slaves (war-prisoners, debtors, or children of slaves) constitute the lowest tier in society and are essentially non-persons. Farmers and fishermen make up the middle class, while nobles, professional warriors, and merchants comprise the elite. Almost without exception, these groups remain segregated, for the Drel condemn intercaste unions, and even simple friendships are typically confined within the caste.

MILITARY STRUCTURE

Drel merchants frequently employ mercenaries, particularly Pel bowmen and Tuladan cavalry. Still, the principal defense of the Drel rests in the hands of their able militia, which consists of the second oldest sons between the ages of sixteen and forty. These warriors wear quilted, grey silk armor and simple helms adorned with cloth coverings and fitted with large neck guards. They each carry four javelins and a slight, gently-curved scimitar and fight in loose formations best-suited to coastal fighting or woodland engagements.

CURRENCY

The Drel mint silver coinage, most of which is exported for use elsewhere. Nonetheless, barter remains the chief means of exchange around Metharn.

APPEARANCE

Lean and wiry, the Drel are strong and have somewhat weathered features. Their skin coloration is olive or tan, although some Drel are fair-skinned. Brown- or black-haired, their eyes are generally dark.

Drel wear practical warm woolen and cotton items and adorn themselves in a modest fashion. Few flaunt their wealth or power, although the bright, intricate patterns in some Drel clothing betrays caste or family associations.

HOUSING

Drel dwellings range from stilted coastal huts to multi-storied town buildings. Those in Ostelor even incorporate volcanic concrete. Most have flat roofs, wide balconies, or courtyards, since the majority of Drel family life centers around the terrace. Following ancient Númenórean techniques, Drel builders have erected a number of amazing bridges and walls.

DIET

The Drel draw most of their food from the ocean or lakes surrounding their homeland. Dozens of fishes, reef creatures, kales, and shellfishes form the core of their spicy diet. Drel favorites include heavy mussel or crab soups, squid, and turtle.

Near the mountains, the Drel hunt sheep, snake, and deer, while around Ostelor farmers produce a broad offering of grains for bread. They trade surpluses of these foods with their brethren, but the majority still survive off fishing and gathering in the rich waters of southwestern Endor.

WORSHIP

Drel religion revolves around a pantheon of four dieties: Ardo, the Queen of the Earth; Alavo, the God of the Sky; Ro, the Lord of Darkness and Souls; and Kojomo, the Lord of Winds and Water. Household or familial spirits are important, and lesser cults exist, but count few serious adherents. As in Pel, however, the doctrine expounded by the Servants of the Real Fire attracts many of the young and displaced Drel, while the worship of Darkness is increasingly common in the poorer districts of the larger towns.

6.4 THE PEL

The Pel live in the southern and eastern Dominions. Like the Drel, to whom they are related, their domain ends at the Hyarnúmente, where Endor falls into the Encircling Sea.

RACIAL ORIGINS

Apysani, the Pel moved westward across Far Harad during the early Second Age and settled briefly in Hyarn. During this period, they separated from the less numerous but more unified Drel tribes. They crossed over the Yellow Mountains by way of the Cleft of Goats, came into conflict with the Úsakani, and moved south into Tumag. Later, when the Mag peoples threatened to annihilate their relatively prosperous villages, the four Pel clans fled further down the peninsula. They settled down once again when they could run no further.

As with the Drel, the Pel initially welcomed colonists from Númenor. Númenórean influences transformed their society and led to the development of the Usíra Valley as a major center of trade. Arpel (Katerre), the principal Pel city, was founded on the site of an earlier Dúnadan port.

POLITICAL STRUCTURE

The Valdaclian Lords Seregul and Arthrazoc dominate Pel politics. While they permit a degree of economic and political freedom (Arpel is ruled as a quasi-independent democracy), these oligarchs rule Pel. Of the two, Seregul is a much more forceful and autocratic king, but even he relies on advice from the Concordant Circle, a body of female Pel elders.

Arthrazoc is more open. He allows the residents of his capital of Arpel virtual self-rule and typically abides by the edicts of the Pel Chamber of Boughs. Located in Arpel, the Chamber is an ancient legislative body and is still divided into four "Benches," each of which corresponds to one of the four Pel clans.

SOCIAL STRUCTURE

The Pel thrive in a very warm and moist environment. Loud, animated, and fiercely loyal, they are unmistakably proud of their homeland. Like their Drel cousins, they have adapted their strong oral traditions to the peculiar reaches of southern Middle-earth.

Monogamous, the Pel retain an ancient matrilineal kinship pattern. Pel women oversee family life. Upon marriage, Pel men move into their wife's household; however, they remain responsible for their sisters' children through their lives. A matriarch who acts as the familial judge and priestess presides over each household.

There are four classes in Pel society. High Priestesses constitute the uppermost level, while male nobles, professional warriors, and merchants form the remainder the elite elements. Farmers, hunters, and fishermen comprise the middle class, and slaves labor at the bottom of the social ladder. Unlike the Drel, the Pel have all but abandoned their once-rigid caste system. Slavery still exists, although only war-prisoners, debtors, or the children of slaves are subjected to bondage. Slaves can buy their freedom.

Regardless of the classes involved, no one damns marriages between members of different castes.

MILITARY STRUCTURE

Pel armies are invariably small yet well-trained. They fight in Númenórean fashion, using small, flexible units of spearmen who are schooled in the arts of maneuver and close combat.

CURRENCY

The Pel mint gold and silver coinage. They export a healthy portion of this currency. Their elaborate round coins are easily recognizable, since they all have a round hole in their center.

APPEARANCE

The Pel are olive- or tan-skinned, slender, and somewhat tall. Their hair and eye color varies, although black hair and hazel eyes predominate. Pel favor loose linen clothing and like to travel unencumbered by jewels or other chattel adornment. They are, however, given to imprinting themselves with small tatoos or skin reliefs (brands), particularly on their necks, ankles, or wrists.

HOUSING

Except in Arpel, the Pel live in wood dwellings. Some are elevated and built between trees, but most are tall, round structures built atop piers or short stilts. A Pel home has a large common area covered by a high-ceiling and surrounded by storage lofts. One or two rooms may adjoin this chamber. The kitchen, however, is always situated under a separate structure joined to the house by a covered walkway.

DIET

The Pel diet includes a wide sampling of fish and game, notably birds, deer, and shellfish. Breads, beers, spicy pickles, and light cheeses augment their tasty bill of fare.

WORSHIP

Pel worship resembles that of the Drel. The Pel respect a host of weak, benevolent deities and 4 primary gods: Roho (Lord of Darkness and Souls), Alav (Lord of Fire and Light), Kutamaji (Lord of Winds & Water), and Ardi (Lord of the Earth & Plants). Many now follow the dictates found in the *Speakings of the Fire* and thus worship as Servants of the Real Fire (7.31). This is not surprising, for Arcastur, founder of the dualistic doctrine, was a Pel bard from the Emyr Angwi.

Fuina Elves

**POLITICAL STRUCTURE**

Terilaen rules the Elvcs of Valagalen. A wise King, he seeks aid from a council of silvan lawmakers and relies on the age-old traditions recorded in the Book of Elor. When his people's laws conflict with the interests of the Valdacli, Terilaen charts a careful diplomatic course; however, he inevitably looks to Fuina law as the final word.

MILITARY STRUCTURE

Rangers and others wise in the ways of the wilds scout the fringes of Valagalen. These warders avoid interlopers and relay what information they can to the larger groups of the Avari, who usually reside in tree-towns located only a few miles within the forest. These musters may be sufficient to drive away or capture the intruders, although other methods may be necessary. The Fuinar can ambush or harass invaders from the woodland canopy, raining arrows down with impunity. Alternately, they can channel tougher invaders towards their Sacred Grove at the heart of the forest, where the Elven Powers are at their greatest.

The great Elven flets (treehouses) located at the edges of the forest accommodate virtually all Fuina trade, since other races are expected to deal with the Fuinar through these locales. After all, the Shadow-elves proscribe uninvited penetration into the forest proper and harbor no qualms about dealing harshly with transgressors.

SOCIAL STRUCTURE

Fuina culture, like that of other Avar groups, is rustic or even rude when compared to that of the Noldor or Sindar. Nonetheless, it is rich and provides the Fuinar with a standard of living which is considerably higher than that of their neighbors.

Being immortal, the Fuinar form bonds that may last for centuries. Their families and loved ones serve as the focus of their often slow-paced lives. Music, dancing, and games occupy much of their free time. The Fuinar also enjoy archery, swordplay, acting, crafting, and flirting, to name a few other pastimes.

CURRENCY

The Fuinar create beautiful silver and pearl coins, and they mint bronze and gold pieces for external trade. Commerce between the great forest and Ostelor is brisk. Within Valagalen, they prefer to barter with one another.

APPEARANCE

Fuina Elves look like most other Silvan folk. Tall and slight, they are thin by mannish standards. They have ruddy complexions, blue or green eyes, and sandy hair. Their clothing is usually functional but impeccably well made. Camouflaging greys, green, and browns are favored in the wild, but at home the Fuinar will wear gayer garb.

6.5 THE FUINA ELVES

The Fuinar are Silvan, or Avar, Elves who live in the great forest of Valagalen in Drel. Like most of the Avari, they are extremely hardy and are able to survive and prosper in nearly any environment. Nonetheless, they prefer the cool woodlands of the type in southwestern Endor.

RACIAL ORIGINS

The Elves of the forest of Valagalen comprised one of the original groups of Silvan Elves who colonized southern Endor during the First Age. Called the Fuinar (Q. "Shadow-elves"), this secretive people was the first group to settle in southwestern Endor. Their original leader, Elor, founded the ancient realm that still bears his name — Elorna.

HOUSING

The Fuinar utilize 9-sided designs for the construction of their dwelling and gathering places, many of which are set as high as 200' above the forest floor. Some are actually carefully carved out of dead sections in larger Goldwood trees and reach higher elevations. Others are set close to the earth, although no Fuina structure is situated lower than twenty feet off the ground. Over time the Elves have formed tree-bridges and large platforms by molding the growth of selected limbs, thereby joining large numbers of trees to form sizable communities.

The immunity of Elves to extremes of weather allows their dwellings to be more aesthetic than functional. Thus, their windows and walls are built to admit rather than impede ventilation, light, and sound.

DIET

As a rule, most Fuinar eat fish and vegetables. Many are vegetarians who diet on legumes, berries, vegetables, and nuts. Elaborate, nutritious Fuina dishes, prepared by excellent culinary artists, are prized throughout the Seven Lands.

WORSHIP

The Fuinar worship Eru. However, they revere a many of the Valar, particularly Oromë (Araw) and Varda. Their informal religious rites and celebrations involve communal festivals and personal meditation.

6.6 THE CHAIALLA

The Chaialla, or "Old Ones," are a Wose (S. "Drúadan") people who reside in the Pel highlands. Rugged and attuned to nature, they delight in the wonders of wood and stone, of the forests and the caves. Only the Dwarves surpass them as masons; only the Elves are more at home in the woodlands.

RACIAL ORIGINS

The Chaialla (Cha. "Clifflings") are an usual race that dwells primarily in the Emyndin (aka "Hills of Wum"). Related to the Drúedain of northwestern Endor, they are a Drugu people who left their homes in Chailûza (Chy) in the first years of the Second Age and migrated to Pel via Tulwang and the Pel Stairs. The Fuinar call them "Iaurdanfli," the Little Old-folk, for they were the first Men to settle in southwestern Endor.

POLITICAL STRUCTURE

Chaialla life centers on small familial groups that live in isolated caves or half-submerged fogus (stone-covered passage-homes). Each family joins with one or more others to form a band, which is led by a Headman. Two or more bands constitute a clan, the basic Iaurdanfli political unit. Led by Chieftains, Chaiallan clans interact as distinctly independent governments, rivals who stand united by blood and culture when threatened by outsiders.

The five clans located in Pel — the Taran (Thunder), Guinz (Wind), Brûn (Hill), Moru (Sea), and Côz (Wood) folk — occasionally join at a sacred spring to elect a High Chieftain (Cha. "Bura-eûnt"). He alone possesses the right to lead the whole Tribe, and only for the time prescribed at his election. During quiet periods, entire generations pass without seeing such a figure, while in times of strife the High Chieftain may rule for many years. Regardless of the tenure of his term, he is expected to step down immediately after his task has been fulfilled, lest he be killed.

SOCIAL STRUCTURE

The main social events for the Chaialla are the Dasorg-a-Pask or Klorjou (Cha. "Big Feasts"), clan gatherings that feature strong herbal drinks and exceptional vegetarian food. Full of dancing, the regaling of tales, and the exchange of gifts, these celebrations mark the passing of the seasons, the elevation of a new Chieftain, or a victory. Most 'important' decisions in the life of a Chaiallan happen at the Klorjou, where he can "empty himself of troubles and fill himself with victuals."

The Chaialla are monogamous people who produce few young. Their lineages are traced through female lines, and sacrosanct matriarcal Priestesses rule the households. While only males serve as Chieftains, they abide by the word of the eldest woman in their family whenever they are at home.

MILITARY STRUCTURE

Except in all but the most dire of straits, the Chaialla prefer to retreat into the wilds rather than engage in war. Their fighting abilities are frowned upon by most other races; however, few have lived to tell of the fury of a true Chaiallan ambush. Using long blowguns, poisoned darts, slings, and clever wilderness traps, the Iaurdanfli can effectively slaughter a much more numerous enemy.

The Clifflings use the land to stay their foes. They carve secret stairs and passages that enable them to outflank invaders, and they erect life-like watch-stones (Púkel-men) to scare away those wise enough to take heed of Chaiallan power. Since the Wose Priestesses are skilled in the arts of enchantment, these watch-stones are frequently animated.

Chaialla also make fine stalkers, trackers, and scouts and, unfortunately, many have recently fallen under the sway of others seeking to enlist them in the service of Evil. Superstitious, some of the Iaurdanfli have entered the Society of Derei in the false belief that Derei offers some key to the survival of their often-threatened race. Others have fallen under the sway of the Shadow, forming select groups of extremely proficient Chaiallan assassins under the direction of Hargrog, the Lord of the Slayers (see 7.26).

CURRENCY

The Chaialla are self-sufficient and have little need for trade, save for ceremonial purposes. When they do engage in commerce, they shun currency in favor of the simple art of barter.

APPEARANCE

Chaialla resemble other Drûgs. Their wide noses, ruddy skin, and deeply set back eyes frighten those who have never seen them, for they look wild and untamed. They range from 4 to 5 feet in height and look stout and virtually hairless. Except for the tendrils running behind their ears and down their necks, they are bald, although some sport long chin hair — smallish beards which are occasionally braided or twisted and tied with a lucky stone slide.

The Iaurdanfli wear little clothing and use tatoos to decorate their short, thick bodies. Still, their bearing is nobler than that of typical Woses.

HOUSING

Most of the Clifflings live in the Silent Hills, which they call the Brey-ata-Wum or "Hills of Wum." There, they reside in limestone caverns or cleverly concealed vales. Regardless of their abode, they build with stone. Chaiallan fogus are erected out of large stone blocks, which line winding passage pits dug out of hillsides. Crowned with grass-covered capstones, they are essentially invisible at distances of more than a hundred yards. The posts and lintels that guard their entrances are intricately carved with powerful magic symbols and serve to ward off unwanted visitors.

Unlike their brethren, the Côt Iaurdanîli of the Taur Galen live in trees or in beaverlike structures placed beneath waterfalls. (The latter operate as primitive mills.)

DIET

Exclusively vegetarians, the Iaurdanîli rely on gardening and gathering for their sustenance. They consume a wide variety of nuts, mushrooms, berries, tubers, peppers, succulents, and other edible wild plants. Their astounding skills at foraging enable them to survive in wilderness areas considered barren of food sources.

WORSHIP

Since the Chaialla are Woses, they adhere to a elaborate animistic set of beliefs, an informal religion rooted in nature. They respect the spirits that reside in every object around them and worship the Queen of the Earth (basically Yavanna), who is responsible for giving them the plantlife that is so fundamental to Iaurdanîl life.

6.7 THE MABLÂD DWARVES

The Mablâd Dwarves occupy the region around the city of Blackflame in the Yellow Mountains. These Naugrim prefer the dry, dim environments of their subterranean halls under the mountains to the harsh daylight which is so common in the rest of the Seven Lands. Many Mablâd shun the rest of the residents of the Dominions, although their greed spurs them to labor hard in the service of commerce.

RACIAL ORIGINS

Dwarves have dwelt in the Mabûl Mountains since the early Third Age. Many arrived at the Baruzimabûl centuries ago via deep, hidden passages.

POLITICAL STRUCTURE

The King is the absolute ruler of the Mablâd. He is assisted by a High Warden who oversees Blackflame and acts as Warlord. The heads of each of the seven Dwarven clans of Mabûl actually regulate the affairs of most of the society, but the King is responsible for maintaining unity and interacting with the Daroc and the other Valdacli (who the Dwarves view with some suspicion).

SOCIAL STRUCTURE

Like most Dwarves, the Mablâd live in close-knit, patrilineal units. Only a third of society is female, so marriage is considered sacred. The southern Naugrim are monogamous and widowers never remarry.

Superb miners and craftsmen, the Dwarves delve deep into the Orolanari in search of precious metals. Their prosperity is tied to Blackflame's mineral lodes.

MILITARY STRUCTURE

Organized Dwarven bands patrol the mountains in order to repel intruders and conduct allies and traders through the realm. The Dwarves consider the entire Mablâd (Yellow Mountain) Range their ward and, while they maintain an uneasy alliance with Daroc, they quietly hope that the Valadacli will renounce any claims to the region.

Slightly paranoid and exceptionally secretive, the Mablâd are reclusive. They rarely appear in large numbers outside their caverns. Still, they can muster a large, well-equipped army with very little notice. Nearly all Dwarves are skilled with battle axe or war mattock and are ready to wield these weapons in defense of their precious mountain realm.

CURRENCY

The smiths of Blackflame mint gold and silver coinage. Filigreed or inlaid with the visages of past rulers and legendary Dwarven heroes, they are valued by others for their raw purity, not their artistry or symbolism.

APPEARANCE

Averaging 4'4" in height, the Mablâd are a stocky, fierce-looking race. They have ruddy complexions and wiry beards.

HOUSING

For the Mablâd, who live underground, the problem is not shelter; it is sanitation and ventilation. They have solved these problems by constructing great shafts that extend deep into the earth, bringing air, water, and light to the deepest of their chambers. Smaller, more numerous channels carry waste into remote pits, while huge air shafts alleviate any possible ventilation problems. Water enters by way of guided springs, subterranean streams, and rain shafts.

DIET

The local Dwarven diet consists chiefly of mosses and vegetables grown underground, in addition to imported fish, meat, wine, beer, and breads. While some animals feed on the mosses of Blackflame, the Mablâd realize that their own food sources are limited.

WORSHIP

The Naugrim believe that each Dwarven member of a given lineage shares one common spirit, which is guided by their King. Thus, the Mablâd worship their ancestors above all dieties, save their creator Mahal (Aulë). While they respect the rest of the Valar as minor figures, they often equate Mahal with Eru.



7.0 POLITICS AND POWER

A virtually unceasing war rages in southwestern Middle-earth. Here, the Haradrim of Hyarn and their allies strive to extend their rule to the edge of the continent, while the Servants of the Real Fire attempt to implant their peculiar, dualist dogma in every corner of the region. Both forces oppose the adept and often ruthless oligarchy that holds sway over the Seven Lands. Descendants of the Númenóreans who subjugated the Seven Lands during the Second Age, these Lords precariously balance their domination of their myriad subject peoples — cultures as much in conflict as they are unified in their fear of the Shadow.

7.1 THE COUNCIL OF THE SEVEN

The Council of the Seven, the Valdacli, consists of seven powerful Lords who each claim one of the Seven Lands. From their Dominion Citadels, these oligarchs wield titular power over all of southwestern Endor. They maintain the ancient Númenórean legacy and constantly battle Sauron's insidious Shadow, despite resistance from many of their subject peoples.

While adhering to the Acknowledgement of Restraint, a policy of partial non-interference which requires that they maintain a very low profile, the Valdacli exert their influence in the Seven Lands with relative impunity. They work quietly, utilizing the tactics of their most dangerous foes. Theirs is a veiled mastery, their often unseen minions engaging in quiet diplomacy and covert manipulation.

The towns and cities of the Seven Lands elect their own officials and set their own policies. This has led to a confusing variety of laws, each tied to local norms. For example, in the Drel city of Ostelor, all weapons longer than a hand must be wrapped in cloth and tied with the Watchmen's Knot, so that they cannot be drawn in the wake of fury. Men in the Úsakani town of Umseder, on the other hand, are required to bear a blade and pay a tax on that "privilege," lest they be fined. Thus, the Seven Lands appear free and often seem at odds — despite an underlying unity imposed by the Valdacli.

Each of the oligarchs rules a Dominion, an area roughly corresponding to the original Númenórean fief established by his or forefathers. Seregul rules the areas southern Pel, the lands south of the Ered Laranor and west of Suriva, the confines of Tathom, Taur Galen. The Dominion of Arthrazoc lies to the east of Suriva and extends across the Pel Hills and the Eryn Hith, all the way to western border of the Mag lands. The vale of the river Usfra forms the core of this valuable territory which, like the realm of Seregul, borders the Haragaer (S. "Southern Sea"). The Yellow Mountains that form the northern border of these two Dominions are controlled by Daroc, who must constantly battle both the elements of nature and the forces of the Dwarven Mablâd.

Further north, between the Belegaer and Daroc's mountain domain, lie the other four of the Seven Lands. Terilaen rules the Forest of Valagalen, the southernmost of these reaches. His realm ends at the river Celiant and is adjacent to the Dominion of Araphor. She oversees southern Mirëdor, which comprises the territory between the Celiant and Alsarias. Northern Mirëdor, the gentle shelf between Alsarias and Elorna, constitutes the domain of Imrazôr III. Phorakôn lives on Tol Turgul to the northwest. His small Dominion is called Sûlcoron and occupies the westernmost portion of the Elorman peninsula.

While the Lords of the Dominions play a subtle part in the development of the land, they are by no means complacent. Having removed themselves from everyday life, they are free to plot abroad and frequently travel away from their grand towers. This situation invites intrigue and has led to a subtle sundering of the Valdacli.

NOTE: A seven-sided blue and gold star represents the Valdacli. Essentially independent oligarchs, these Lords retain their own symbols, employing the Valdaclian star only in the context of meetings or as an identifying mark for messengers (and other servants on missions).

7.2 THE SHADOW IN THE SOUTH

For the most part, the minions of the Shadow threaten the Seven Lands from the outside rather than from within. Having conquered Harad and subjugated the border kingdoms along the flanks of the Yellow Mountains as far south as Hyarn, these dark forces now poise for an overwhelming onslaught against the Dominions. Only the strength of the unsteady Valdaclian alliance stands in their way.

Fortunately the Evil One's plans encompass all of Middle-earth. His goals transcend regional politics. Thus, he is often unconcerned about trivial campaigns and prefers to rely on local forces to bring his frail enemies under his oppressive wing.

7.21 THE ARMY OF THE SOUTHERN DRAGON

The Army of the Southern Dragon presents the principal external threat the Dominions. This huge horde consists of warriors in the service of Akhōrahil, the Ulair Storm King and chief servant of Sauron in southwestern Endor. Comprised mostly of Haradrim, it is spread throughout southern Harad, Hyarn, and Elorna. It frequently raids into Mirëdor, Mag, Tumag, and Úsakan. Many of the Sederi have now joined its ranks and the Valdacli fear that the growing might of the Storm King's soldiers will soon prove irresistible.

The symbol of the Army of the Southern Dragon, a black drake on a red field, is derived from a Black Númenórean emblem.

NOTE: See ICE's supplement entitled *Far Harad, the Scorched Land* for more information about the southern Haradrim.

7.22 THE CULT OF THE DARK OVERLORD

Unlike the Servants of the Real Fire (see Section 7.31), the Cult of the Dark Overlord maintains a low profile in the Seven Lands. Commanded by four Arch-lichs and consisting of only a few powerful followers, this vile group is dominated by the tortured (and misinterpreted) preachings of Ardana, the overlord of the Court of Ardor and mistress of its citadel near Mûmakan. They hope to summon Tredeinos, a Spirit in the service of Morgoth. It is their belief that Tredeinos will lay waste to the land and secure ultimate power for the Great Enemy, insuring the Cult's place in an Evil world ruled through terror and united under a lightless sky.

NOTE: In order for the the Cult to achieve its end, it needs to secure the ancient Crown of Clouds, which is now in the hands of another power.

An ancient burial mound located north of Taur Galen houses the entrance to the Cave of Clouds, the home of the Cult of the Dark Overlord. The stone door guarding the narrow entrance is adorned with a black, serpentine circle, the symbol of the Cult.

NOTE: See ICE's supplement entitled *The Court of Ardor* for more information about Ardana.

7.23 THOSE WITH THE BLACK HAND

Those With the Black Hand are neither as insidious as the Cult of the Dark Overlord nor as ruthless as the Servants of the Real Fire. However, they are quite evil, and their numbers present a great danger to the free peoples of southwestern Endor. Known and reviled throughout the Seven Lands, they are often referred to as Hands. Of course, wiser folk speak of them in veiled whispers.

The main center of the Black Hand is located in Fal Carth, a city known for (and protective of) its diverse religions. From this base the Hands preach of the power of the High-king of Men, Sauron of Mordor. Naturally, the Black Hand serves as their symbol.

7.24 THE BLACK DOGS

Rightfully named, the Black Dogs serves as the right hand of Those With the Black Hand. They stalk and slay dissidents and revel in a host of unsavory activities: kidnapping, extortion, thievery, mayhem, etc. Few are foolish enough to oppose an organization that wields the darkest powers of magic so effectively.

7.25 THE EYES OF MALEZAR

Once the Lord of the Knifeless Ones (see Section 7.32), Malezar is a vampiric sorcerer corrupted by the Ringwraith Adûnaphel. He now controls a nocturnal army of frightful undead warriors known as the Eyes of Malezar. These formidable Wights plan to embark on a campaign of horror and conquest that will enable their bloodthirsty Lord to rule all of the Ered Laranor.

Malezar plans to assault the Dwarf-hold of Blackflame and eventually subjugate the Mablâd. This bold plan, while ambitious, stands a good chance of success, given the conflict between Daroc and Dwarves. If successful, Malezar could accomplish two important goals: first, he would have the considerable power of the Dwarves at his command; and second, he could secure the subterranean passages through the strategic Yellow Mountains.

While Malezar is not as cognizant of affairs as he believes he is, he has more than enough power behind him to present a clear and present threat to the entire Valdacli. Indeed, he has already allied himself with Lord Seregul, with whom he plots the overthrow of Phorakôn.

The symbol of the Eyes of Malezar is a lidless, blood-red eye in front of a white dagger on a field of burnt gold.



Insignia
of the Cult
of the Dark Overlord

7.26 THE SLAYERS

The Slayers serve as a constant reminder of Sauron's strength. They are led by a powerful Half-troll, Hargrog, who was once one of the chief lieutenants of Indûr the Nazgûl. Often airborne, these assassins strike during the night, or a storm's dark hours. Their nimble fell beasts know virtually all of the routes through the Yellow Mountains and possess an uncanny sense of direction that enables them to find their victims in even the worst weather. Hargrog's foul mount, Udom, is the largest of these flying creatures and is said to be offspring of a Ringwraith's wicked pet.

The Slayers employ a pendant, a small red dagger on a black chain, as their emblem.

7.3 INDEPENDENT FACTIONS

Numerous independent factions focus their affairs within the Seven Lands. Some, of course, have hopes to carry their efforts elsewhere.

7.31 SERVANTS OF THE REAL FIRE

Ancient in origin and unyielding in belief, the Servants of the Real Fire pose as formidable threat to the Dominions as the Army of the Southern Dragon. Still, neither the Valdacli nor the cultures they control understand this insidious and relentless force.

The Servants are masters of the Essence who repudiate both the notion that the Valar are guardians of Arda and the ideas attached to the Song of Creation (Q. "Ainulindalë"). Their ritualistic magic contrasts sharply with the fading, naturalistic practices of the Valdaclian Seers and the Seder, Aden, and Drel Animists that compose the priesthoods indigenous to the Seven Lands. Mentalists, the Servants believe that there are two coequal dieties vying for control of Arda: Alûva (Eru) and Malkôra (Morgoth). They believe that in the Beginning Days (essentially before Recorded Time), Alûva reigned supreme, and that Malkôra replaced him as the preeminent god with the outset of the Middle Days (i.e., the First and Second Ages). As they understand the world, the present time constitutes the Later Days, a period of conflict between the warring dieties. The victor of this conflict will rule Arda for all time during the Final Days, when the primeval flame of creation no longer flickers, but achieves its True Balance.

Oddly, the Servants are divided into two apparently opposing Orders. Each of these Orders contains disciples of the one of the two halves (or volumes) of the tome called the *Speakings of the Fire*. Those that serve the Golden Flame follow the teachings from the *Words of Alûva*, while the Servants of the Blue Flame subscribe to doctrine set forth in the *Book of Malkôra*. Both factions coexist and refrain from attacking one another. Their respective Masters guide the cult and possess the power of life and death over their adherents; however, either can veto the other and cancel the effect of his edict.

The Servants believe that those who master Mentalism attain a pure understanding of the Balance and thereby become Prophets. Both Masters are Prophets, as are the six senior Servants in each Order. The multitudinous lesser Servants include those with knowledge (of spells), Adherents, and those without, Aspirants.

Hardly a hidden cult, the Servants of the Real Fire proselytize openly in all of the major towns south of central Harad. Their circular ceremonial platforms, which look like squat towers, are scattered throughout southern Endor. These centers function as funeral sites where the dead are wrapped and laid out beneath the open sky — to decompose or be eaten as carrion. Preoccupied with death, the Servants take great care to offer their fallen bodies to their gods. They scorn burials as rejections of their dieties and believe that burning the dead pollutes the Holy Flame.

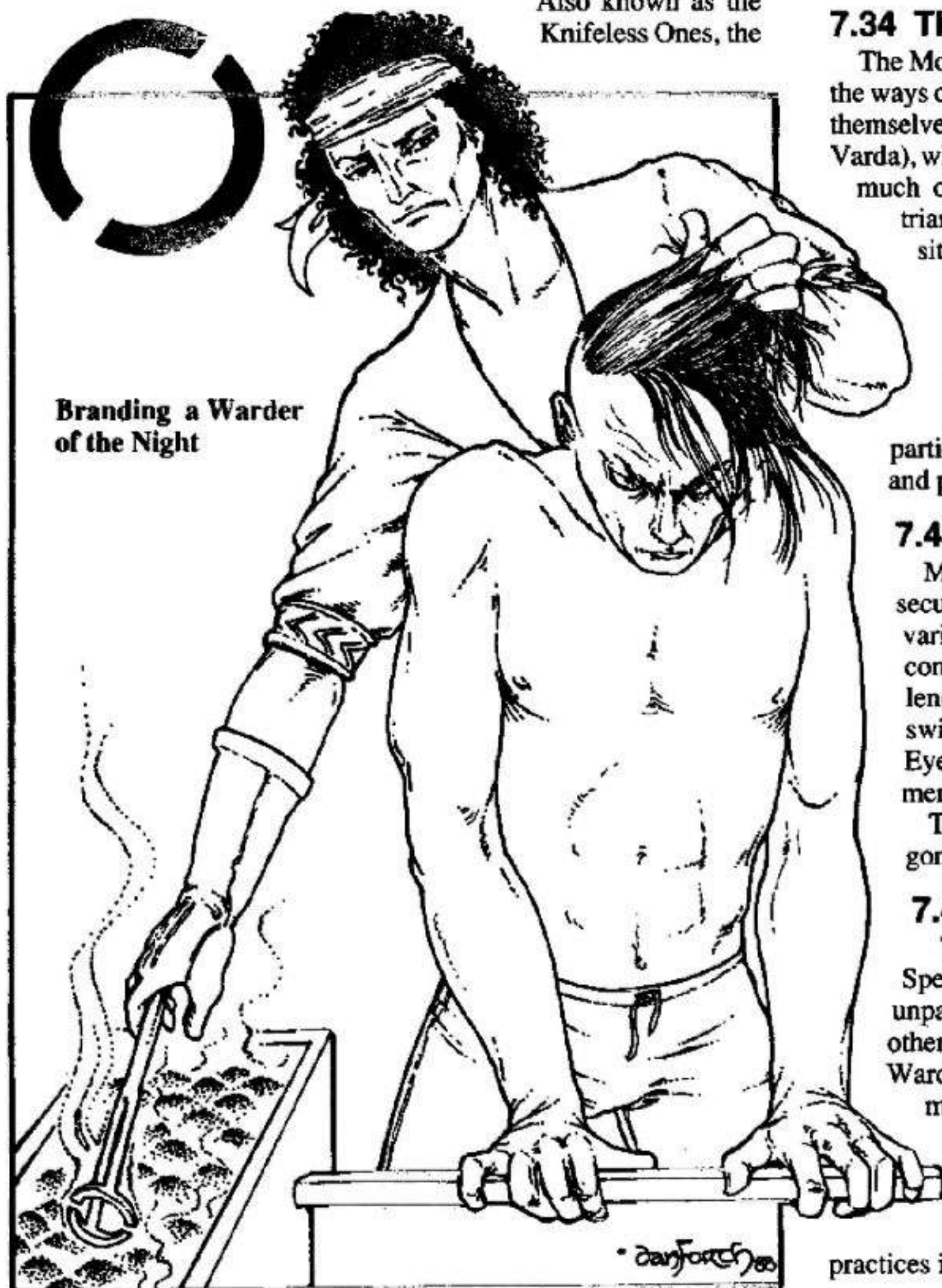
The greatest of the Servants' bastions is undoubtedly the Spire of the Flame, the ancient home of the Order of the Blue Flame located in the Orolanari. This carefully concealed lair contains one of the two copies of the *Speakings of the Fire*. It is half again as large as the Golden Rock, which serves as the home of the Order of the Gold Flame and houses their copy of the exalted book.

Both Masters and all the Prophets bear a tattoo of two, stylized, intertwined flames — one blue and the other gold — on their cheek. Adherents and Aspirants display the allegiance by wearing a bronze choker or a brooch embodying the same design. Servants identify which of the two Orders they subscribe to by displaying their Order's flame upright and to the left, arraying the point other flame down and to the right.

7.32 THE MONKS OF EREG EIREN

Lycanthropic Drel, the Monks of Ereg Eiren present an unusual danger to their adversaries. Their numbers, however, limit their impact on affairs of the Seven Lands. These were-monks confine their wanderings to the hills near their home at the remote monastery of Eregost, near Aeluin in Drel.

Also known as the Knifeless Ones, the



Branding a Warder of the Night

Monks combine the study of unarmed combat with the powers of magic. In order to enhance their strength, they also utilize the properties of lycanthropy, an exceedingly rare but age-old disease which afflicts each of the order's members.

A powerful Werelion called Ne-eslem (Dr. "The Lion") serves as the High-priest of Eregost. His totem, a broken white claw on a grey field, is the symbol of his followers.

7.33 THE SOCIETY OF DEREI

The Society of Derei is little more than a group of rogues who control the territory surrounding the town of Arpel (Katerre), the strategic port at the mouth of the river Usira. Their leader, the warlike Pel lord named Derei, has established an association of smugglers, brigands, and mercenaries that subtly but effectively controls Katerre and threatens free trade across Lord Arthrazoc's domain. Derei's rogues are well-trained and powerful and, although the threat they pose seems strictly local, Arthrazoc is taking the matter very seriously.

The symbol of the Society of Derei is a square, green knot on a rectangular silver field.

7.34 THE MONKS OF MOR TARAIN

The Monks of Mor Tarain train those of pure heart and spirit in the ways of spiritually-enhanced combat. Although they consider themselves soldiers in the service of the Queen of the Skies (i.e., Varda), who they call Elenala, the Monks are able mages and know much of the lore of the spirit. Their emblem embodies a triangular black field punctuated by a glowing silver star that sits above and behind a stylized yellow peak.

7.4 ROVERS

Rovers are mercenary groups who owe their allegiance to no one but themselves. They have no fixed homeland, nor are they drawn from the ranks of a particular people. Instead, their interests transcend cultural and political boundaries.

7.41 THE DIVINE SPEAKERS

Mercenary traders, the Divine Speakers specialize in securing rare goods and information. They speak a wide variety of tongues, including all languages (save Mablûl) commonly used in the Dominions. Their artistry with words lends them considerable skill as actors, diplomats, and swindlers. Unrivalled except for the Masters of the Golden Eye, the Divine Speakers dominate the trade of elite merchandise in the Seven Lands.

The emblem of the Divine Speakers is a broken, septagonal, silver coin on a coppery field.

7.42 THE WARDERS OF THE NIGHT

The Warders enlist thieves from all over the Dominions. Specializing in subterfuge and ambush, they make unparalleled burglars, cutpurses, and highwaymen. Many other groups, such as the Society of Derei, support the Warders and frequently enlist them for particularly delicate missions.

A secret society, the Warders of the Night identify themselves by branding a broken circle just above the hairline on the back of their neck. (They invariably wear their hair long or use hoods, common practices in the Seven Lands.)

7.43 THE DESERT SCREAMERS

Instituted by Vaal Gark, the Desert Screamer exist to further Vaal Gark's interests in the Dominions (see Section 8.4). Their peculiar, nocturnal calls gave birth to their common name; however, they call themselves the Scions of Gark — or simply "Garks." Rugged, relentless outdoorsmen, the Garks are among the most able and fearsome rangers in all of Middle-earth.

The symbol of the Desert Screamer is a gaping red maw on a white field.

7.44 THE MASTERS OF THE GOLDEN EYE

The Masters of the Golden Eye represent the interests of the the Kirani, who wish to monopolize trade and transport in the Seven Lands. This mercantile group specializes in manipulating currencies and controlling both overland and waterborne commerce. Many tales have been written about their longstanding rivalry with the Divine Hands.

Dominated by Kirani (notably the Sederi) and Úsakani, the Masters care little for the Valdacli. It is little wonder that their symbol, a half-closed Golden Eye, invites scorn in the Valdaclian courts.

8.0 PEOPLE OF NOTE

8.1 THE VALDACLIAN LORDS

The Council of the Seven, the Valdacli, consists of seven powerful Lords who each claim one of the Seven Lands. From their Dominion Citadels, these oligarchs wield titular power over all of southwestern Endor. They maintain the ancient Númenórean legacy and constantly battle Sauron's insidious Shadow, despite resistance from many of their subject peoples.

8.11 PHORAKÔN

Lord Phorakôn is the greatest of this oligarchic circle, the undisputed first among supposed equals. From his home at Caras Nul in Úrlond, he guides the other six Lords with a firm but just hand. Phorakôn lives on Tol Turgul to the northwest. His small Dominion is called Sûlcoron and occupies the westernmost portion of the Elornan peninsula. Given its defenses, most believe that the conquest of the Isle of Sorcery to be virtually impossible.

Strongly built and standing 6'4" in height, Phorakôn does justice to his Númenórean ancestry. His long, scale armor and karma-like helmet enhance his image as a Dúnadan monarch. He carries a golden mace and matching eket (shortsword), twin Adan symbols of his lordship that imply his ties to Númenor. Still, he braids his long, black hair in four ornate tendrils, like an Elornan, and his beardless face has a slightly grey color. This suggests that Phorakôn has at least some Haradan blood flowing through his noble veins.



Phorakôn



Realizing the threats to his hegemony, Phorakôn remains somewhat benevolent. He recently pushed through the Acknowledgement of Restraint, a policy of partial non-interference purportedly enabling the peoples of the lands to control their own affairs. Lord Phorakôn maintains that the Valdacli only exists to maintain peace and foster commerce. Phorakôn, a man given to disguising himself and wandering in order to aid others, is now threatened by a rival within his circle: Seregul.

8.12 SEREGUL

Seregul rules the areas southern Pel. His realm includes the territories of Tathom and Taur Galen, and all the adjoining lands south of the Ered Laranor and west of the river Suriva. Even taller than his rival Phorakôn, he stands 6'6". Seregul's huge hands and strong features remind onlookers of his adventurous youth, which he spent on merchant ships braving the dangerous seas between the Dominions and the fair ports of Gondor.

While outwardly cool, Seregul is cursed with a vengeful and often petty character. He exhibits little love for his wife Esgaphor and shows no compassion toward the other members of his court. His only sympathies seem to root in his close relationship with his vicious Elephant-hound, Mûagar, a beast which Seregul apparently cherishes more than his six children.

Seregul wears fine, enchanted, turtle-skin hide armor and a matching green helm formed in the shape of a turtle's head. A huge claw crowns his wickedly designed two-hand mace. Taken from a Aeg-crúmor or "Fastitocalon," a great fell Turtle-fish, it is as strong as steel and as sharp as an assassin's dagger. When it strikes, it leaves a purplish imprint, the symbol of Seregul's domain.

8.13 ARTHRAZOC

Arthrazoc's Dominion looks southward toward the Southern Sea. Bordering the Haragaer coast to the east of the Suriva, it encompasses the Pel Hills and the Emyrn Hith, as well as all the marches by the Mag lands. His domain surrounds one of the richest vales in southern Middle-earth, the green Usíra valley.

Arthrazoc is a small, thin jovial figure who stands about five and a half feet tall. Seemingly nimble, he is actually a careful fellow, a man given to long bouts of contemplative plotting. He is never rash, although he has a weakness for beauty and a passion for song that has often led him astray.

Arthrazoc wears a beautifully-inlaid, black leather breastplate and a reinforced leather helmet topped by a pair of woodpecker plumes. A prized bird, the woodpecker is the symbol of Arthrazoc's power.

8.14 DAROC

Although crippled at birth and still stricken with a limp, Daroc is the strongest of the Valdacli. None of his associates dares challenge him in personal combat. His 6'3" frame supports an immense musculature, and he has been known to crush a foe's helmeted head with his bare hands. Grey-haired, bald, and bearded, Daroc is only one-quarter Dúnadan.

Daroc's physical prowess reflects the strength of his homeland. After all, he rules a mountain Dominion, a realm straddling the Yellow Mountains. His is a domain where might commands respect, for neither his Mannish followers nor the Dwarven Mablád that occupy his mark suffer weakness in an overlord.

Like his elite Dwarven mercenaries, Daroc wears a short, chain hauberk and a helm surmounted by a visor resembling an Eagle's head. He carries a battle-axe and three javelins.

8.15 TERILAEN

Terilaen, the ruler of the Forest of Valagalen, is of the Fuinar, the Shadow-elves. He is the master of the lands southwest of the river Celiant. His one love, the Dúnadan Lord Araphor, rules the realm across the river. Since he is an Elf and her political ally, however, he has yet to proclaim his feelings.

Terilaen wears the light blue, quilted armor commonly worn by the Men of Drel. This is keeping with his well-conceived policy of appealing to both factions within his realm.

Terilaen's symbol is a blue tree on a grey field.

8.16 ARAPHOR

Araphor oversees southern Mirëdor, which comprises the territory between the Celiant and Alsarias. A stunningly attractive woman of nearly pure Dúnadan heritage, she is the wisest and most capable of the Lords of the Seven Lands. Her counsel is critical to the enduring success of the Valdacli.

Araphor is a ranger: a deadly warrior, sailor, and outdoorsman possessed of the skills normally associated with Garks. These admirable talents enable her to administer her Dominion while at the same time assisting Imrazôr and defending the region's vulnerable coasts against the seemingly endless plague of Corsairs.

Dark-haired and grey-eyed, Araphor has disquietingly beautiful features. Her soft skin shows no signs of wear and her fine figure seems better-suited to rich linens, laces, and silks than to the armor she favors as her principal clothing. Still, she enjoys finery even in war, for her enchanted breastplate is made of a superbly inlaid and supple fell beast hide.

Araphor's symbol is a light green chrysanthemum on a circular dark blue field.

8.17 IMRAZÔR III

Imrazôr III rules northern Mirëdor, the area between Alsarias and Elorna. Like

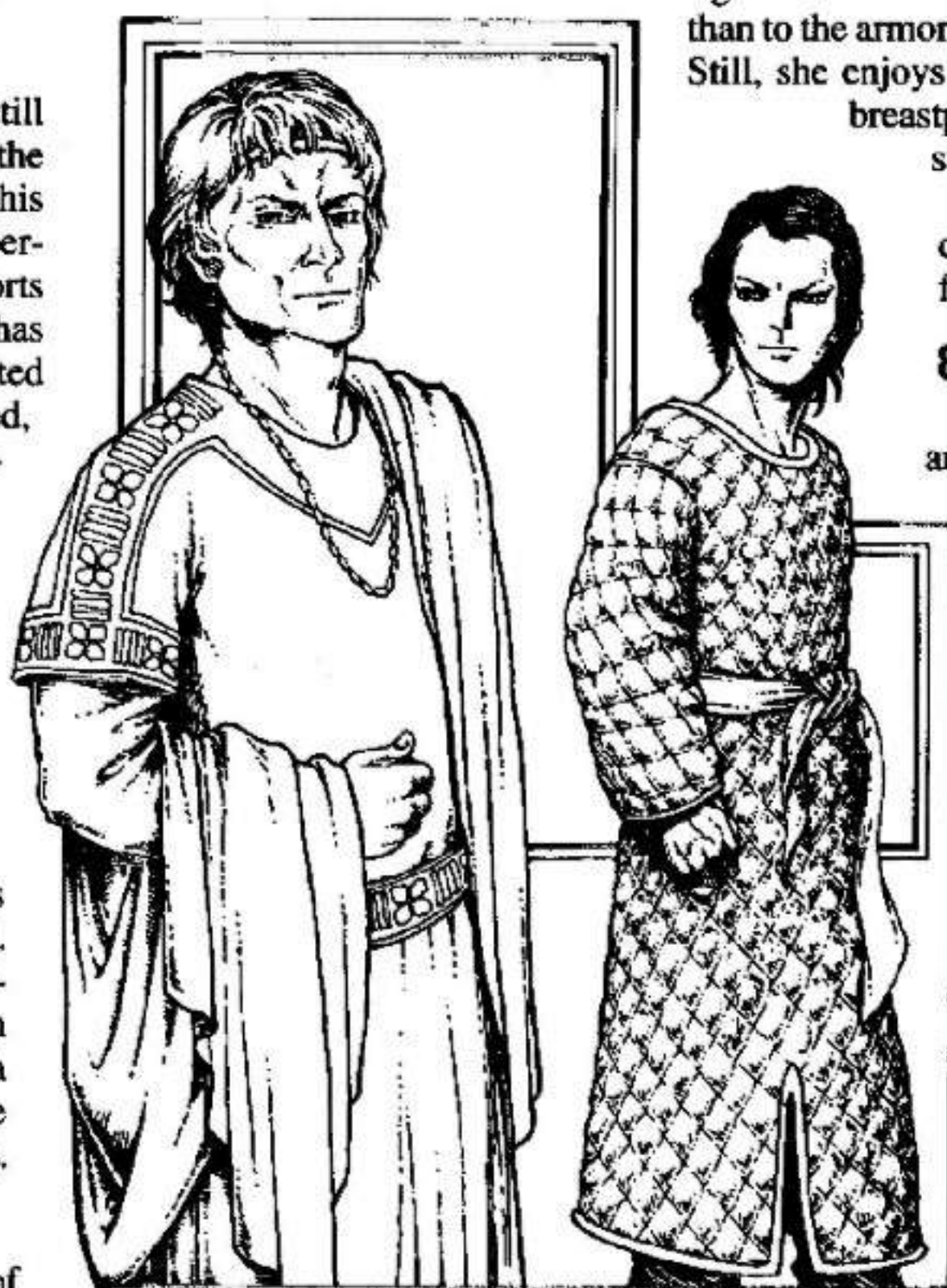
Terilaen, he is enamored of Araphor; but unlike his Elven rival, he has openly declared his love. This has created a turmoil within the Valdacli. Phorakôn feels that such a union is not only unwise, but against the unwritten laws of the alliance. Seregul agrees, although his chief concern is that Mirëdor might be united. Terilaen is, of course, wounded in the heart, not knowing that Araphor despises her suitor.

Imrazôr is the model of a Númenórean Lord and petty-monarch. Graceful, articulate, and quick-witted, he is a striking figure who often dominates the floor when debating his fellow oligarchs. His unexcelled skills in diplomacy have served him well, enabling him to continually

secure aid in the defense of his Dominion — help which is critical in the face of the growing Shadow over Elorna.

Imrazôr's red and gold clothing is designed to recall the splendors of Westernesse. He is comfortable in such trappings, despite the fact that they sharply contrast with the garb favored by his minions.

Imrazôr's symbol is comprised of seven gold, seven-sided stars arranged as a circle on a dark red field.



Terilaen and Imrazôr III

•danfœch 88

Derei



8.2 KARAAG YOUNG DELVER

Another force in the Dominions, albeit a relatively small one, is Karaag the Gnome. Karaag lives in the mountains south of Valagalen with his servants. Because his dimure size was once confused with youth, he is also known as the "Young Delver." His enemies' satirical slander promotes this peculiar misnomer.

Karaag is a master Alchemist and knows much about creating and strengthening edifices and forming golems, elementals, and guardians. Reclusive, he is rumored to possess a fortified keep brimming with traps and strange creatures somewhere high in Ered Laranor. Many stories surround Orfarfor, Karaag's huge guardian construct, who reputedly wades through the stunted trees near the gilded peaks.

While rather paranoid, Karaag is never without his personal guard of entities. The Young Delver, while unlikely to bother anyone outside his mountainous territory, will react fiercely to any who invade his domain. Karaag and the Mablâd Dwarves maintain a loose alliance.

NOTE: Karaag sees this as generosity on his part since he "tolerates" the nearby Dwarves. The Mablâd, of course, believe they are making good use of a talented but demented spellcaster to help guard their mountains.

8.3 DEREI

Derei, the pugnacious Pel lord of the Society of Derei, is a startlingly handsome, grey-skinned fellow graced with long, wavy, black hair and an elaborately braided beard. At 5'9", he is tall for one of the Pel, and his robustness contrasts with the slightness of his brethren. Thus, even though he lost the fingers on

his left hand, his visage enhances his considerable power. In addition, Derei's deep, amber eyes and melodious voice augment a charm renowned among the women of Arpel.

A warrior at heart, Derei is never seen without a filigreed handaxe and a gilded flail. His handaxe incorporates a sleeve-like handle that permits him to fight left-handed with the weapon, but he wields the flail in his right hand, as he does with most tools. Derei is an able archer but prefers the sting of a good melee.

Derei wears light, form-fitting clothing. His blue striped tunic and green form-fitting pants are ideally suited for an active life on the Pel Bight. The square, green knot which serves as the Society of Derei's emblem adorns the forehead of both his unvisoried helm and his short, silvery-grey cloak.

8.4 VAAL GARK

Vaal Gark is a lean but strong Fuina Elf of uncertain age. His smooth, hairless face belies his rugged background. He does not look like a ranger who has spent most of his life in the Haradan deserts. Instead, he looks like a tall (6'3") teacher from Valagalen.

Vaal Gark is Lord of the Desert Screammers and is reputedly the most elusive and cunning figure in the Dominions. As such, he employs many languages and dons many guises. Normally, though, he favors a long, white, robe-like tunic and a light, reddish helmet fashioned like the open-mouthed skull of a desert cat. His quilted white, silk-inlaid cotton armor is also adorned with a Garkic symbol: a gaping red maw.

Vaal wears a two-hand scabbard, which is slung over his back, as well as a pair of daags — twin-edged, falchion-like swordwords. He carries a silvery elliptical target shield with a red boss that resembles his bizarre helm.

Vaal Gark



8.5 SERVANTS OF THE SHADOW

The figures that follow serve the interests of the Shadow in the South.

8.51 AKHÔRAHIL THE NAZGÛL

Akhôrahil was the second Númenórean Lord corrupted by the Lord of the Rings. Born at a manor overlooking the waters of Nísinen in Númenor in S.A. 1888, his father was Ciryamir, the third Friend of Tar-Ciryatan's brother Ciryatir. He was a cousin of Prince Mûrazôr, who became the Witch-king. Although brilliant, Akhôrahil was also spoiled and jaded, being reared by a vain, immature mother and a father who was obsessed with reaping the benefits derived from Tar-Ciryatan's aggressive overseas plundering.

Ciryamir brought his family to Endor in S.A. 1904. Given a Royal License, the bold adventurer planned to build his own kingdom in southwestern Middle-earth. He landed in Hyarn and moved inland. He subsequently constructed the citadel of Marath Carnadúnê (Q. "Tower of the Red Sunset;" S. "Barad Carannûn"), which became the capital of the Kingdom of Ciryatandor, a Númenórean client-state.

Akhôrahil loved the new land but, like most of Ciryamir's Adan retainers, assumed himself to be superior to his father's subjects. In turn, the Endorians began to hate the young Lord. Akhôrahil found himself virtually friendless. Pride and despair turned to hatred.

Akhôrahil's hubris, coupled with an insatiable curiosity, drove him to experiment with enchantments and incantations. In addition, his thirst for wealth and power spurred him to covet his father's throne. Finally, in S.A. 1918, Akhôrahil acted upon his desires. He signed a perverse pact with a aged Haradan Priest, exchanging his eyes for two great gems called the Eyes of the Well, artifacts enabled him to become a powerful Sorcerer. While physically blind, the new monarch possessed magical sight. More importantly, he could control the visions of others. Akhôrahil infected his father's mind with delusions and quickly drove him to commit suicide.

Akhôrahil ascended the throne of Ciryatandor in S.A. 1919, proclaiming himself the Storm King. Within a week, he married his sister Akhôraphil. He then exacted a huge tax from his subjects, killing rivals after accusing them of treasonous nonpayment and using the tribute to placate the Númenórean court. Securely in control, the Blind Sorcerer proceeded to arm his young kingdom and conquer the neighboring lands along the southern edge of Far Harad, taking Chennacatt in S.A. 1929, Isra in S.A. 1933, and Kirmlesra in S.A. 1979. By S.A. 1999, his armies conquered Harshandat and claimed the western shores of the Bay of Ormal.

The campaigns waged by Akhôrahil's captains incited the Lord of the Rings to move against Ciryatandor. A sage emissary journeyed south from Mordor, offering the Black Númenórean a wealth of knowledge regarding magic and the bearing the unlikely promise of immortality. Excited, the Blind Sorcerer agreed to ascribe to the Dark Lord's secret treaty, thereby betraying his own King Tar-Ciryatan. The pact between Ciryatandor and Mordor was sealed when Akhôrahil accepted the Ring of Power from Sauron in S.A. 2000. Thus, the Storm King became the fifth Lord of Men to become a Nazgûl.

AKHÔRAHIL THE RINGWRAITH

Akhôrahil's greed led to the quick transformation of his position in the court at Barad Carannûn. Although he had always been considered bizarre, and was feared by both his retainers and his immediate family, the Storm King still interacted with his aides and household. This all changed after S.A. 2000.

Akhôrahil became a virtual recluse. His wife eventually fled the kingdom with her children, taking them to the Númenórean haven at Elorna. A purge ensued, and the men closest to the Númenórean King perished alongside the courtiers that the Ringwraith considered too bold or independent. New governors assumed control of Ciryatandor's five provinces. Behind the scenes, Akhôrahil directed the careful metamorphosis of his realm, staying wary of upsetting the Adan monarch in Númenor. Tribute continued to flow westward over the sea to Armenelos, and no open relations with Mordor occurred during the next two hundred and fifty years.

By S.A. 2250, the Storm King presided over a client kingdom that was ostensibly Dúnadan but was in fact Black Númenórean. Akhôrahil ruled a domain that stretched from the Great Sea (Belegaer) to the huge Bay of Ormal, on behalf of the Lord of the Rings. These strategic lands straddled all the routes across the Yellow Mountains and into southernmost Middle-earth. Sauron's hopes of keeping the Men of the West out of Far Harad rested with his Wraith-servant. Preparations for the conquest of Harad and the regions along the northern and eastern coasts of the Ormal Sea neared completion when Akhôrahil declared himself independent of Númenor.

Tar-Atanamir the Great of Númenor died in S.A. 2221, the first King of Westernesse to pass without first relinquishing the scepter. His death brought Tar-Ancalimon to the throne and fostered a renewal of the programs that Tar-Atanamir had abandoned during the infirm years of preceding his demise. After reordering Númenor, the new King turned to his colonies in Endor and sought a reaffirmation of their loyalty. His special envoy to Ciryatandor arrived in the spring of S.A. 2250.

Akhôrahil realized that Númenor's desire for conquest remained unabated, and that Tar-Ancalimon planned to crush pretenders who sought to rule in his stead in the lands claimed by Númenor. The Nazgûl ordered the emissary held as a hostage and renounced his ties to his island birthplace. Ciryatandor became an official ally of the Black Land.

Tar-Ancalimon ransomed his messenger and proceeded to plan the reconquest of the territory held in thrall by the Storm King. In S.A. 2280, the same armada that reinforced Umbar brought a fleet that landed in Tulwang, only two hundred miles to the northwest of the Ringwraith's citadel. Akhôrahil sent an army to contest the debarkment, but they arrived too late. Scouts reported the landfall, and the Nazgûl's warlord ordered a retreat to the foothills of their kingdom. Unfortunately for Akhôrahil's host, the Númenórean's forced marched and caught them in arid lowlands near the Oasis of Fult. The Men of the West crushed the Endorians, leaving Ciryatandor's western borders virtually defenseless.

Akhôrahil fled his kingdom and went north to join his master in Mordor before suffering the embarrassment of seeing his own capital razed. His flight ended the brief era of Ciryatandor's independence and preserved the prospects for further Adan exploitation in Far Harad and the lands to the south.

Akhôrahil oversaw Nûrn in Mordor for the next nine hundred and eighty-one years. The slave-state served as the Black Land's breadbasket, and the Storm King exacted torment from any subject who threatened Sauron's plans. His ruthless rule insured the supply of precious food for Sauron's burgeoning armies. Vast herds of wild beasts fed the vast Orc hordes, while grain from the fields around Nûrn nourished the Men of Mordor.

Ar-Pharazôn's invasion in S.A. 3261 precluded the completion of Sauron's armament, and the Evil One was forced to surrender in the face of superior Adan arms (S.A. 3262). The Evil One journeyed out of the Black Land in order to avert the destruction of his kingdom at the hands of the Númenórean invaders, enabling

the Nazgûl to flee into hiding. While Sauron went to Westeros in bondage, the Ringwraiths patiently awaited his return.

After the Downfall of Númenor in S.A. 3319 and the reappearance of the Dark Lord in Middle-earth, Akhōrahil returned to his castle of Luglûrak on the southern shores of Nûrnen. He remained there until S.A. 3429, when he led the host of Nûrn in the army that assailed Ithilien in Gondor. Although the invasion proved successful, the Last Alliance under Gil-galad and Elendil eventually crushed Mordor's mightiest forces and laid siege to the Dark Tower. Barad-dûr's defenses yielded in 3441, and both Sauron and his Nine Ringwraiths passed into the Shadows as the Second Age ended.

Akhōrahil took form again in Middle-earth around T.A. 1050 and over the next few centuries rebuilt much of his ancient fief. He reconstructed his fortified hold at Ny Chennacatt in the northern cliffs of the Yellow Mountains and later assembled the powerful Army of the Southern Dragon. With this horde, the Storm King plans to not only reconquer all of his once-vast kingdom, but to carry his lordship to the edge of the Southern Sea.

FEATURES AND FAMILY

Akhōrahil stands strong and straight and 6'7" tall. He is a physically powerful figure, albeit somewhat graceless. His blindness adds to his already aloof air, conveying the image of haughtiness. Still, he is proud of his bejeweled face and takes care never to obscure the beautiful gems that replace his lost eyes. White garb and grey armor remain his favorite trappings, even as a Ringwraith. They complement his silvery mithril-inlaid helm, which serves as the Crown of Ciryatandor.

Akhōrahil's wife Akhōraphil gave birth to seven children, but only three (Lôkhazôr, Arkhahil, and Ûndaphel) survived infancy.

AKHÔRAHIL

Lvl: 36. **Race:** Black Númenórean.

Profession: Sorcerer/Mage.

Home: Barad Carannûn in southwest Endor; later Luglûrak in Nûrn, Dol Guldur in Rhovanion, and Minas Morgul in Ithilien.

Aka: The Friend of the Lord (Adûnaic); Herudil (Quenya); the Blind Sorcerer; the Far King; the Fifth.

RM Stats: St-96; Qu-86; Em-100; In-100; Pr-64; Ag-77; Co-51; Me-94; Re-92; SD-54.

MERP Stats: St-96; Ag-77; Co-51; Ig-93; It-100; Pr-64.

Appearance: (84).

Skill Bonuses: Climb125; Swim75; Ride85; DTrap45; PLock105; S&H100; Perc129; Rune50; S&W145; Chan135; Amb20; Li9; AMov30; ADef30; BDev8; Act105; Cont60; Cook80; AnimT30; Fals90; FAid50; For65; Fren80; Gamb95; Math90; Med80; Mus60; Nav100; PSp90; Row45; Sail85; Sed35; Sig100; Sing35; Smith55; SpMas95; Star30; Subd30; Track70; Trad55; TrapB30; Trick120; Tumb50; WeaW129; Admin95; Cra80; Dipl106; Str100; Tac119.

AKHÔRAHIL'S SPECIAL POWERS

Spells — 99 PP. Base spell OB is 33; directed spell OB is 45. Akhōrahil knows all the Base Mage, Open Essence, Open Channeling, and Base Animist lists to 10th lvl (MERP), as well as all the Base Sorcerer lists to 30th lvl, all the Base Mentalism lists to 50th lvl, and all the Closed Essence and Closed Channeling lists to 5th lvl (RM).

Feeling — Akhōrahil can instinctively feel the air and tell exactly what direction he faces. He can also determine the exact velocity and density of the breeze. The Storm-king's sense of touch is unparalleled among Men.

PRINCIPAL ITEMS

Mace — ("Yellow Hammer") +20 gold steel Man-slaying mace inlaid with copper.

Bracers of Chennacatt — Bracers that add +20 to wearer's DB and enable wearer to parry a foe's melee blow with a bonus equal to twice his reduced OB (e.g., if wearer elects to parry with 50 of his OB, he can use the bracers and reduce his opponent's attack by 100). The bracers cannot be used in conjunction with a shield.

Eyes of the Well — Two enchanted spherical star sapphires which have a milky surface in all but one circular area, which remains clear and bright blue; thus they look like eyes. Akhōrahil long ago replaced his real eyes with these astounding gems, one of which serves as a +5 Channeling spell adder and the other of which acts as a +5 Essence spell adder. The Eyes enable the wearer to sense both objects and presences (of a lvl lower than wearer or of a lvl higher if the target fails a RR), regardless of condition or obstructions, within a range of 2000 feet. The wearer, however, must concentrate as if looking, and he can only see things in the direction of his gaze. In addition, the Eyes enable the wearer to know and use any Base Mentalist spell.

Morgul-knife — ("Sorcery Knife") +20 dagger which strikes as a short sword. Its long, thin enchanted blade gleams with a cold glint. It dissolves when exposed to sunlight and breaks off whenever the knife yields a critical strike. Once the blade is embedded in a victim, the victim must roll a RR versus the wielder's lvl. Failure results in the blade finding its way to the victim's heart within a number of days equal to 50 minus the RR failure number (e.g., RR failure by 18 means 32 days). Should the shard reach the victim's heart, the victim becomes a wraith-servant (i.e., an undead slave) of the knife-wielder, operating thereafter at -50. Failure also results in a debilitating poisoning, and the victim operates with a penalty equal to twice the RR failure number (until he becomes Undead).

8.52 MALEZAR

Malezar, the fallen ex-Lord of the Knifeless Ones, is a terrifying figure. A self-taught sorcerer, he became a vampire after entering the service of the Úlair known as Adûnaphel the Quiet. This affliction tortures his body as well as his soul, and his skin now resembles coarse leather. His deeply-set red eyes convey the burning hatred of an ever-twisted mind. They seem like the last vestige of his power, for Malezar's gaunt frame shrouds his strength.

8.53 HARGROG

An exceptionally brutal but somewhat brilliant Half-troll, Hargrog is the leader of the Slayers. He is reputedly part-Variag and claims descent from Othour IV of Khand (r. T.A. 1300-1333). Whatever his origin, he is pitiless warlord whose only allegiance is a tenuous link to the Lord of the Rings.

Hargrog is 7' tall and weighs nearly 450 pounds. Like his brethren, he has reddish eyes, black skin, and a long red tongue. He wears a hauberk of black chain, each link of which is adorned with a miniature red dagger, the symbol of his foul company.

9.0 TOWNLIFE AND TRADE

Ostodori, the Seven Lands, is a relatively urbanized region. The population is concentrated in three great ports, five lesser cities, and over a dozen other towns. Trade and town life are key here, for farming and mining are only minor industries.

9.1 CITIES

Ostelor and Ró-molló in Drel, and Arpel in Pel are the Dominion's largest cities. The other major settlements are Mispír, Fal Carth, and Alsarias in Mirëdor, Caras Metharn in Drel, Orp Angwi, Trenth, and Orp Muva in Pel, and the Dwarf-delving at Blackflame.

9.11 OSTELOR

NOTE: See the color insert for the map of Ostelor.

Ostelor is situated on the western bank of the Celiant, where the river empties into the southern part of the Bay of Drel. Founded in S.A. 2222 by Cameär, one of Tar-Ancalimon's captains, it was erected on a granite neck surrounded by water and hills and leveled by Númenórean engineers. No Dúnadan haven in the Dominions, save Ró-molló, was as well-protected. Nevertheless, the city was sacked and ruined in S.A. 3263. Ar-Pharazôn ordered the destruction as an example to other Endorian towns who failed to pay him the demanded tribute.

Elorion the Elf-friend rebuilt Ostelor in T.A. 984 with the aid of Fuina craftsmen led by Curugond the Stonewright. The result was a marvel of post-Númenórean architecture, a walled city with exceptionally broad avenues, curving stone quays, two fine citadels, five hexagonal keeps, and fourteen watch-towers. A massive, fourteen arch bridge (the Iant Elorion) spans the river Celiant to the immediate south, joining Ostelor to the paved Men Mirëdor and the main overland routes to the north and east. The bridge connects both banks of the river to Elorion's Island ("Tol Eloriono"), a 178' tall rock rising out of the middle of the river. This strategic isle is the home of the legendary Bridgewatch (Q. "Tiriant"), a six-sided 99' spire erected by Cameär in S.A. 2225. It is the only structure remaining from the original Númenórean haven.

With two sizable harbors, the city accommodates up to 300 ships. Its smaller war-port (Q. "Hópandakro"), which looks eastward to the Bay of Drel at the mouth of the river, has a half-mile long anchorage. Silverbridge Castle (Q. "Arta Keliant") is on the heights overlooking the southern side of this cove, across a strait from the island keep called the Mouth-tower (Q. "Mindó Antó").

Over two miles of quays line the larger, more sheltered commercial harbor (Q. "Hópa Enyarma"). Protected by a narrow entrance that is guarded by the Old Harbor-castle (Q. "Hópost Iaur"), this small inlet contains two islands. The 140' high Sea-lords' Keep (Q. "Mindó Herareäro") crowns the smaller islet, while the ancient Krakens Watch (Q. "Tirion Baleäraukar") surmounts the larger, wooded isle.

Elorion's Hall (Q. "Mard Eloriono") serves as Ostelor's administrative center. A long, tall, rectangular, red marble building, it overlooks Fourbridge Square, the city's main marketplace. The Bragolsîr (S. "Sudden Stream"), one of two creeks within the city walls, flows along one side of the square and spills into the commercial harbor at the southern end of the quays. Four granite bridges span the fast-moving stream.

The spring that gives birth to the Bragolsîr is located in one of the many small caves that cut into the wooded ridge that surrounds Ostelor. Called the Dol-e-Felya, or the "Hill of Caves," this escarpment supports the city wall. It is riddled with burial chambers filled with crypts housing elaborately embalmed heroes.

Ostelor is governed by a oligarchic council, the fourteen member "Makutano" which is dominated by a coalition of sea captains, merchants, nobles, and warriors. Ostensibly a republic, the city is actually dominated by the upper class, who usually hold all of the council seats. Their stranglehold on the Makutano enables them to elect the "Malana," Ostelor's High-lord. The Malana is elected by a majority of the council and rules until he dies or is removed by consent of at least ten Carashiri. (A council member is called a "Carashir.")

Ostelor's peculiar flag incorporates the symbol borne by the House of Elorion. A white demon's skull on a red field, the banner purportedly dates back to the Elder Days, when Elorion's Adan ancestor Olorakhor supposedly slew the Balrog Lungorthin. The only changes to the symbol were made around T.A. 1440, when the Makutano, concerned about placating their neighbors, added the black Drel rune meaning "prosperity" and a purple ribbon in tribute to their Fuina allies.

9.12 RÓ-MOLLÓ

NOTE: See the color insert for the map of Ró-molló.

An island city, Ró-molló is built atop a volcanic plug that rises out the Bay of Drel about forty miles north of Ostelor. It is the third largest city in the Dominions and the chief center of Drel culture. The Drel Lord Hembur Smep founded the port in T.A. 349, establishing it on the very same island in the Valagalen Bight that once served as the site of the monastery of Unulló.

Arvarien, the insane Fuina mystic that gave Mirëdor its name, constructed Unulló around S.A. 1666, making it the focus of her perverse power. The monastery was destroyed by Ar-Pharazôn's warriors in S.A. 3263. Nothing in the city escaped destruction, but the Watch at Unulló, a squat, square signal-tower located on the nearby mainland, survived as a testament to Arvarien's infamy.

The island of Ró-molló nearly blocks the narrow strait that surrounds the city. On its southeastern side, the isle's shore is only 200' away from the nearest peninsula. Here, the main road connecting the isle to the rest of Drel dips into a cave guarded by two huge steel gates. Dozens of firing slits punctuate the doors, which are three feet thick. Inside the cave, the smoothly paved road gives way to a wide staircase that descends through a passage that cuts beneath the adjacent strait. This route passes beneath the water via a submarine tunnel and then ascends through a stair-filled shaft that opens onto Ró-molló's Low Quarter in the hallowed Court of Stairs (Dr. "Ua-ya-Nagazi"). A single, silver-inlaid stone door blocks this, the traditional entrance to city. Another gate protects an adjoining tunnel that continues to ascend through the black basalt. Gently winding beneath the streets of the Low Quarter (Dr. "Fapu Mata"), this passage affords the easiest access to Ró-molló's upper two districts.

Six cistern-pools, each over three hundred feet deep, provide the island with an inexhaustible fresh water supply. They capture the runoff during the brief rainy season and store enough water to see Ró-molló's 14,000 citizens through the longest and harshest droughts. In addition, the city enjoys a powerful flow of running water. Hembur's Spring, which rises beneath the Twin Keep (Dr. "Paca Munara"), spills out of a great stone duct at the base of the High Quarter's (Dr. "Refu Mata") east wall, creating a 175' waterfall that fills the mere called the Hembur Cidimbu (Dr. "Hembur Pool"). This 440' deep cistern spawns the Hembur Gûba (Dr. "Hembur Creek"). Winding through the city's Mid Quarter (Dr. "Katu Mata"), this creek passes beneath four obsidian bridges and bisects the Headmans' Hallow (Dr. "Babivi Bonda") before tumbling through a 500' deep cleft into the Bay of Drel.



Residences		Smith/Stable	
Seer/Scholar		Temple	
Craft/Guildhall		Armorer/Metalworker	
Healer/Herbalist		Tavern/Theatre	
Moneychanger/Jeweler		Wood/Leathercrafter	
Warehouse		Misc. Merchant	
Inn		Deep Water	
Food Merchant		Fresh/Coastal Water	

Headmans' Hallow is the meeting place for the largest Drel assembly, or Makutano. (See 6.3.) Its domed hall, the "Camba-ya-Mukatano," stands on the foundation of Arvarien's palace and encloses a 200' wide round chamber. Here the representatives of the citizenry pass laws and elect their four tribal leaders, the Headmen who rule the Drel.

Ró-molló is home to two other significant structures. Both are located in the High Quarter. The first is the 480' long Twin Keep, which houses the chief shrines to the Drel's four Lord Gods: Ardo, Alavo, Ro, and Kojomo. It sits on the eastern edge of the upper district. The roughly triangular Hall of War (Dr. Camba-y-Virta) rises to the west, at the summit of the island.

The flag of Ró-molló symbolizes the unity of the four Drel tribes. It consists of a white orb on a field divided into four quadrants. Each tribe is associated with one of the quadrants. Since two of the tribes (the Greater and Lesser Walkers) were once part of the same group, they are both accorded the same color. The orb signifies the god Ro, the patron of the city and its founder.

9.13 ARPEL (KATERRE)

NOTE: See the color insert for the map of Arpel.

Arpel lies on the western bank of the river Usíra in central Pel. It overlooks the mouth of the river, but originally faced westward along the Pel Bight. Here the Men of Westernesse had erected a fine ship garth called Lond Hithir (S. "Misty-river Haven"), a port that was abandoned around S.A. 3330.

Founded in T.A. 1203, Arpel was built in four stages. Work on the Old Crescent (P. "Cala Sura") area took three years. Essentially, it amounted to the resurrection of the old Númenórean wall, the reconstruction of the Citadel (P. "Nagomo"), and the restoration of the Second Age port. About a century later, the Pel tore moved the northeastern wall, expanded the Citadel, and constructed the Borough of the Gate (P. "Wila-ya-Malango"). The River Port (P. "Matu Bandari") grew up outside the city, between the southern walls and the Usíra, and was enclosed in T.A. 1380. When the great stone bridge at the eastern edge of Arpel was completed in T.A. 1421, the Pel erected a stone rampart around the fields between the river crossing and the city's northern walls. This area is now called the New Limits (P. "Pya Mapacavi").

A town and two imposing citadels lie south and east of Arpel, across the quarter-mile wide Usíra. Called Young-axe, or "Shocacanga," the town is named after the twelve-sided bastion that commands the hill less than a mile away (to the south). This low, limestone fortress dates to the year S.A. 1775. It was constructed by the half-Pel warlord Ecli Swin around the sacred Bottomless Well. A mineral-rich pool, the Well feeds an inaccessible subterranean stream that empties into the river Usíra. Castle Young-axe now serves as the ceremonial Center of the Society of Derei (see 7.33).

Derei lives a little over a mile to the west. His stronghold, Umem Cicwa (P. "Lightning Head"), stands on the cliffs south of the Usíra's mouth, opposite the 120' tall Pilots' Tower (P. "Rubanima Manara"). Two light-towers illuminate the waters below, but the flame atop Lightning Head is always the first beacon to beckon sailors steering toward Arpel.

The third bay light sits near the entrance to the harbor. This anchorage is called Ena Bandaro, or "Fog-port." Its quays and breakwaters are somewhat rude revisions of earlier Númenórean work. Instead, the Pel concentrated their labors on the reconstruction of the great Ship-womb (P. "Melivi Tumbo"). Nearly 2000' feet across, this incredible facility protects a fleet of 60 warcraft. It is a crescent-shaped granite ship-shed adjoining the 160' tall spire named the Ena Manaca (P. "Fog-hold").

Over 40,000 people call Arpel home. It is the largest city in the Dominions. The Pel assembly, the Chamber of Boughs (P. "Cumba-ya-Tawima"), meets here for sixteen days four times a year in the Nagomo. They gather to discuss laws and pass judgments, resolutions which are invariably influenced by Derei and subject Arthrazoc's review. The clan delegates meet in the round assembly hall known as the Mawena Cumba, or "Speakers' Chamber."

The flag of Arpel is identical to the Pel war-banner. It is dominated by the eight-petal Flower of Unity, which symbolizes the now-sundered confederation of the four Drel (yellow) and four Pel (blue) clans. In contrast, the two-colored field denotes the division of the Pel and Drel lands. A black Pel (or Drel) rune meaning prosperity adorns the lower righthand corner of the flag, on the red Pel portion of the field.

9.14 OTHER TOWNS OF NOTE

The following towns deserve mention. Aside from the Dominions' three principal cities, they harbor the majority of the population and serve as the focus of most of the local trade.

ALSARIAS

Founded in T.A. 1022, Alsarias is the chief city in central Mirëdor. It is located on the coast of the Bay of Drel, where Trenth Road meets the Men Mirëdor (S. "Mirëdor Way"). Five thousand five hundred people, mostly Adena, live in the walled town.

Alsarias is tucked into a cove and divided in half by a steep cliff. Most of the residences, shops, and administrative buildings occupy the larger, newer Cliff Town. The port, with its warehouses and craft-halls, dominates Bay Town.

BLACKFLAME

Beginning in T.A. 1111, the Dwarven tribe called the Mablád built the city of Blackflame beneath the granite heights of the Yellow Mountains (K. "Baruzimabûl"). Carving deep through open lava and dry water channels, they constructed a compact but comfortable complex situated about seven miles south of the Trenth Walk. They tapped rich veins of precious metals and opened a cleft to the pass to the north, enabling them to conduct trade along the Trenth Road.

Blackflame's sable, steel gates face this cleft, the Black Defile, which is filled a gently descending, 21' wide stairway. Guarded by two huge turrets, the two, 7' thick, 28' tall doors rarely open. Instead, the Dwarves generally use the four 4' sally ports cut into the bottom of the gates. Only large shipments of trade goods pass through the open gateway.

The doors guard a grand, circular chamber ringed by tree-shaped pillars. This entry hall and the adjoining guest rooms are all most visitors see of the city. Dwarf-friends, however, are allowed into the Inner Town, a marvel of Dwarven engineering. Huge lamps, wide corridors, spectacular bridges, and countless clefts and shafts make Blackflame's seven levels seem like a world unto themselves.

Frór V, the son of Vafnir, is the King of this domain. Háin is his High Warden. (See 6.7 for more on the Mablád.)

CARAS METHARN

Built by Faithful Númenóreans in S.A. 3101, Caras Metharn is located at the mouth of the Onpu (or Sir) Aeluin in southwestern Drel. It is the closest town to Metharn, the windswept point the Elves call Hyarnúmente. Thus, the haven has long been considered a strategic prize. Its bloody history is testimony to its importance as the only port situated by the junction of the Belegaer and the Haragaer. A Black Númenórean fleet assailed the town in T.A. 339 and slaughtered the entire Dúnadan population.



Sergul and his Elephant-hound, Mûagar

While unwallled, Caras Metharn is built on three stone-faced tiers. These terraces recall the design of larger Dúnadan cities like Minas Anor (Minas Tirith) in Gondor and Armenelos in Númenor. Its Drel, Dúnadan (Black Númenórean), and Fuina residents feel secure, despite the dearth of high towers and massive citadels.

Fishing, ship repair, and innkeeping are the main industries in Caras Metharn. Seamen rounding Hyarnúmente often drop anchor here, keeping the taverns and inns filled with a colorful array of maritime travelers.

FAL CARTH

Fal Carth is located at the end of the Men Mirëdor, at the junction of the Onpu Mispír and the river Sireshan. It is about a hundred and ten miles upriver from, and east of, Mispír. Here the paved road gives way to the dirt tracks that cut across eastern Elorna toward Hyarn, the Cleft of Goats, and Far Harad.

Although a largely Aden town, is known for its diverse population. Cults proliferate in its crowded riverside quarters. Those With the Black Hand (see 7.23) quietly dominate Fal Carth's affairs, but myriad groups comfortably and unknowingly reside and worship in the face of their heinous conspiracy.

MISPÍR

With a population of nearly nine thousand, Mispír is the fourth largest community in the Seven Lands. Built at the border of Elorna and Mirëdor in T.A. 77, it sits at the mouth of the Onpu Mispír. It was once the capital of the short-lived Kingdom of Elorna (T.A. 602-74), but with the murder of its last ruler, Queen Sakarphor, the city fell on hard times. Swamps and wild woodlands swallowed many of the fertile fields to the east and many residents pushed southward.

Laced with canals and adorned with dozens of tall, spike-like towers, Mispír remains a beautiful and fanciful community. Imrazôr III lives in the tallest of these spires, the 210' high Tower of Dreams. His reviled, Dúnadan queen, Talagani of Umbar, resides in another tower across town, the graceful Harpers' Hold.

Most of Mispír's residents are Adena. Many are fishermen and farmowners. A considerable portion of the population, though, devotes their time to shipbuilding and warcraft.

ORP MUVA

Orp Muva is the easternmost city in the Dominions. Nestled along the western shores of the Gulf of Rain, it sits on a cove that cuts into the flank of the Emyndin. It is a small, exotic, and exceptionally busy town of three thousand people, most of whom are Pel. Carved out of the limestone cliffs, the buildings are literally part of the rocks that surround the cove and, on misty days, a visitor might mistake the town for an eerie assortment of natural, lichen-covered pillars.

Orp Muva is known as a source of spices and intriguing jungle products. The Pel Road connects the town with the fortified community of Jocado (Dr. "Small-dragon") to the north, in the Thunder Low, but most of the local trade is seaborne. After all, the jungles to the northeast confine most of the eastbound travelers to the water.

Arthrazoc maintains a residence in Orp Muva, although he spends much of time away from the port. Bawac, the leader of Divine Speakers, also makes her home here. (See 7.41.)

ORP ANGWI

Orp Angwi, the home of Seregul, is built on four granite islands in the Suriva delta. It is the home of the College of Kutamaji, for the Pel believe the Lord of Winds and Water speaks here whenever the tide is particularly high or whenever storms strike from the nearby Haragaer. Nonetheless, traditional beliefs wane with the passing years and the Servants of the Real Fire exert increasing strength among Orp Angwi's relatively rich Pel populace. Arcastur, the original prophet of dualism, was born here, and his words have always fascinated his kinsmen.

Although founded by Elves who called the town Caras Angwi, Orp Angwi is a Pel port. Fishermen dominate local affairs, despite the steady flow of lucrative raw lumber from the forests to the southwest.

TRENTH

Trenth is located in northern Pel, at the point where the Usíra becomes navigable. Here, the river Trenth joins the Usíra just below the Usíra Falls. Nearly six thousand people crowd the narrow, winding streets of this ancient settlement, the oldest and holiest Pel town. It is traditionally believed to be the home of the god Ardi, the Lord of the Earth and its Plantlife.

Strangely, though, Sederi now make up the majority of the community's residents. Many are merchants with relatives in Alsarias. The Trenth Road joins Pel and Mirëdor and connects the two cities, which carry on a brisk trade in wood, metals, grains, and finished goods. The paved, stone highway runs northward along the river Trenth and cuts westward through the strategic Trenth Walk, a busy mountain pass in Daroc's Dominion. Both the Trenthians and the Alsarians pay tribute to Daroc and his Dwarven allies.

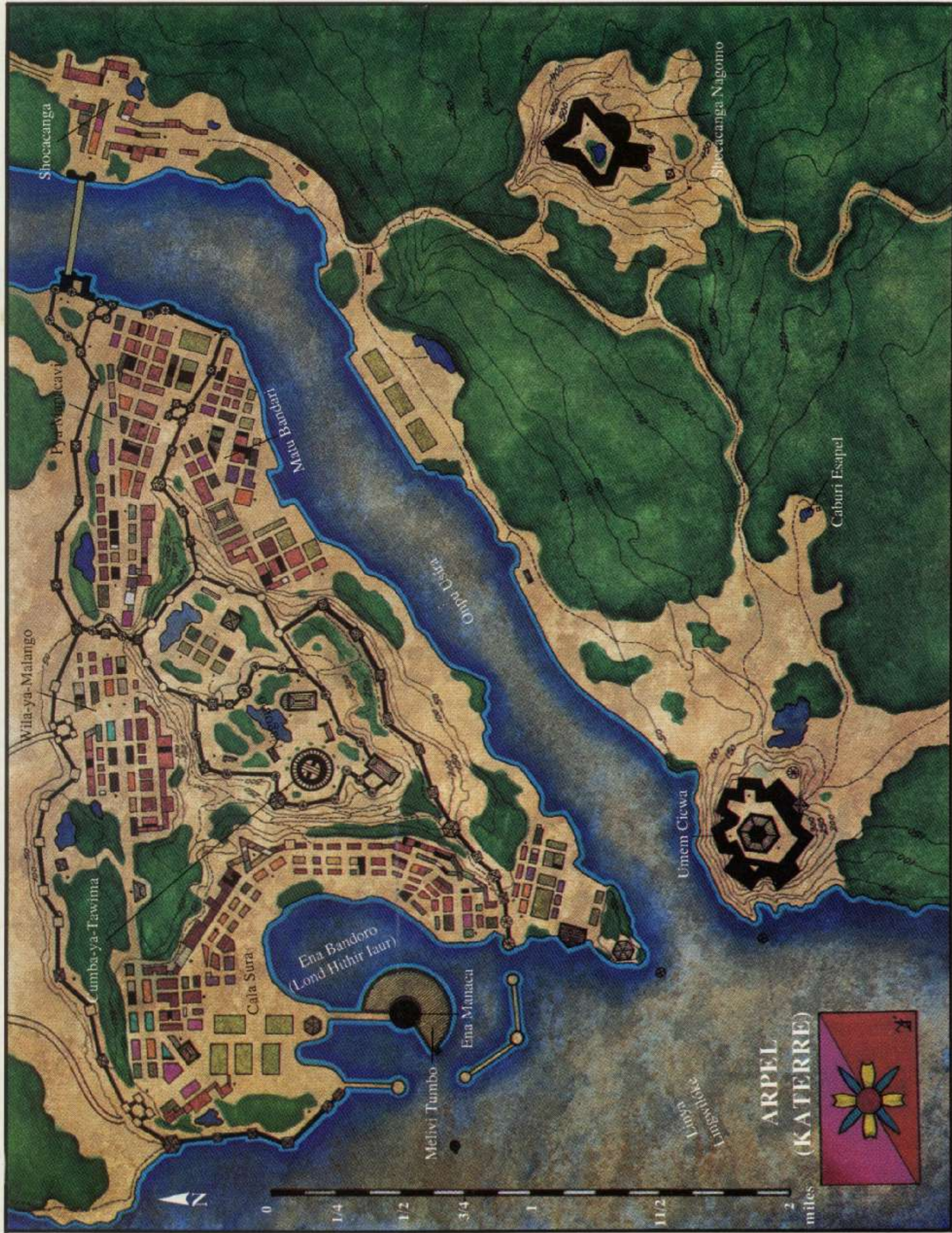
Commerce between Trenth and the Mablâd town of Blackflame accounts for Trenth's status as a metalcraft center. The town's mint produces fine gold and silver coinage, much of which is shipped downstream to Derei's treasury in Arpel. Situated in the middle of the flower-shaped, riverine city, the mint occupies an old fortified mill.

The Eyes of Malezar are a powerful force in Trenth. (See 7.25.)

0 1/4 1/2 3/4 1 mile

OSTELOR





9.2 COMMERCE

Despite the presence of powerful, parasitic groups like the Divine Speakers, the Society of Derei, and the Masters of the Golden Eye, the Valdacli still dominate the Dominions' economies. Their attitudes toward commerce vary, but they all insist on open and orderly trade. While tariffs are common wherever goods enter another city or cross a mountain pass, the Council of the Seven occasionally intervenes in order to keep local duties low. At the same time, they exact their own taxes, insuring their own wealth. In turn, they use this money to buy the loyalty of those who they consider otherwise critical but unreliable. Valdaclian gold regulates the majority of trade associations and finances the stable operation of a number of ports and shipbuilding alliances.

9.21 CHAIN OF TRADE

Most goods are shipped by sea or river, despite a network of fine Dúnadan roads. This allows merchants to avoid intervening taxation. In addition, although maritime piracy remains a continual threat, the water is usually safer and swifter.

As a general rule, the Western Dominions produce seafood, cloth, grain products, pinewood, horses, goats, and finished goods. The Eastern Dominions yield spices, exotic hardwoods, wild beasts, seafood, and metalwares. Daroc's Dominion supplies wool, water, and stone, while the Dwarf-city of Blackflame produces precious metals, tools, and weaponry.

9.22 ROADS

The Dominions' highways are among the best in Endor. Constructed by the Númenóreans during the late Second Age, they traverse the mountains at three points and join every major town and city in the Seven Lands. Most are paved and all are well-marked. Leaguestones (i.e., milestones spaced every 3 miles, the length of the Númenórean league), compasses, and directional markers line the carefully tended roadsides. Lamplit bridges span every significant waterway. All tolled, these roads enable the Valdacli to maintain superb internal communications despite capricious weather and rugged terrain.

The following is an overview of the main land routes in the Dominions of the Seven:

Cave-way — The Cave-way is Phorakôn's landward link with the rest of the Dominions. It runs east from Tol Turgul along the edge of the Emyr Eloro, passing through over two dozen basalt tunnels. Towers erected over the road guard the highway and keep watch on the adjacent seacoast.

Elorion Highway — Running from Ró-molló to Ostelor, and then south

along the Celiant, this paved granite highway joins the Fuina Trail at the western entrance to the Silverbridge Pass (S. "Cirith Celiant"). It is the finest road in the Dominions. Curbs and gutters line the roadside, but the highway is especially noted for its twenty-eight stone rest-halls, each situated beside a sweet spring.

Fuina Trail — Although narrow, the Fuina Trail is a marvel of engineering. It skirts the southern edges of the Valagalen, crossing a wide array of fells, foothills, and canyons. Built with the aid of the Fuinar, it is noted for having over thirty sturdy rope bridges. The road connects the Cirith Celiant and points northward with Aeluin and Caras Metharn in the southern Dominions.

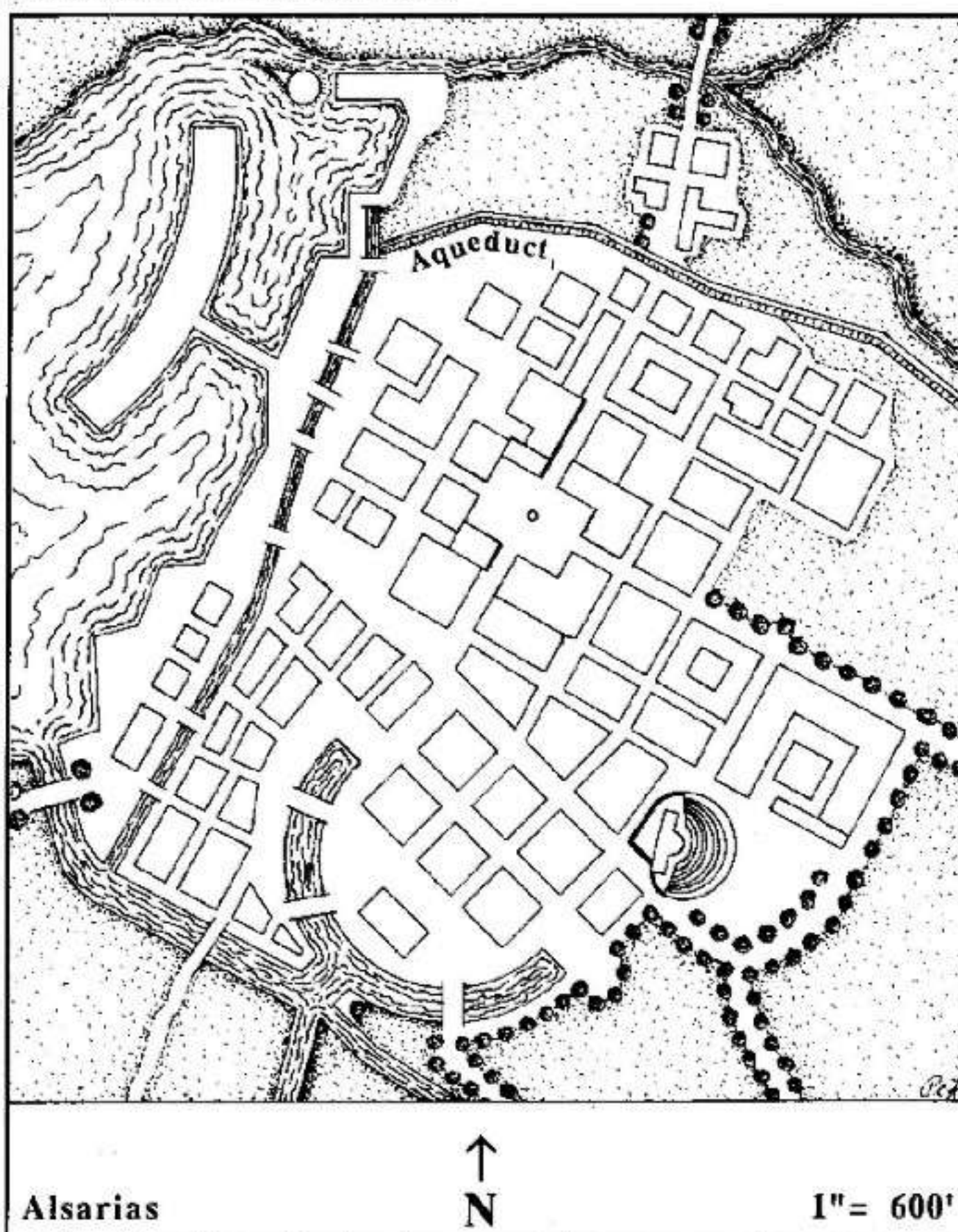
Marshway — Running from Mispír across the wetlands of western Elorna, the Marshway is an elevated stone causeway built from yellow granite and black basalt. It is eleven feet wide and is graced by four foot railings. Lamps illuminate its rest benches and leagueposts.

Men Mirëdor — The Men Mirëdor joins Ostelor in Drel to Fal Carth in northeastern Mirëdor. In between, it hugs the coast of the Bay of Drel, running through both Alsarias and Mispír. A wide, grey granite highway, it is actually divided for much of its length into two lanes. The lighthouses that stand vigil beside the bay provide lodging for travelers along the Men Mirëdor.

Pel Road — The Pel Road is the longest highway in the Seven Lands. Constructed of greenish limestone, it is often slippery, but the pavement is a far cry better than the washed-out ruts found elsewhere in the Eastern Dominions. It runs westward from Orp Muva, through Joadogo and the Thunder Low to

Arpel. Then it parallels the Haragaer coast as far as Orp Angwi. From Orp Angwi to Aeluin it winds inland, passing between Taur Galen and Tathom and the mountains to the west. Although the road extends beyond Aeluin to Caras Metharn, it is called the Drel Way after it reaches the Onpu Aeluin.

Trenth Road — The Trenth Road connects Alsarias in Mirëdor to Arpel in Pel. Trenth is situated at the halfway point, where the highway meets the river Usíra. This bluish granite and basalt road is divided into two parts. The western part, between Alsarias and the Trenth Walk, is actually both a roadway built atop a low aqueduct. East of the Trenth Walk, the highway is built at ground level, but still covers a stone water channel. Here drain holes line the center of the pavement. Unfortunately, the Black Dogs (see 7.24) now use these holes to ambush important travelers, just as they utilize the aqueduct to the west as a secret transport tunnel.



10.0 SITES OF NOTE

There are too many interesting settlements, strongholds, shrines, burial grounds, and enchanted places in the Dominions to properly record here. This diverse sampling is only a small portion of the region's notable sites. Still, they provide some varied settings for the campaigning in the Seven Lands.

10.1 ARAPHOR'S MANOR

Araphor's Manor (S. "Bar Araphor") is located on west bank of the river Miriant in southern Mirëdor. Situated three miles upriver from the bridge on the Men Mirëdor, it is a little closer to Ostelor than Alsarias. It is a typical Dúnadan design, with a huge enclosed yard, fortified walls, and numerous inward-facing colonnades.

Most of the traffic in and out of the manor uses the water, so Araphor's river port is usually bustling. Like the rest of the complex, the quays are guarded by stone walls. Bar Araphor's defenses, though, are deliberately modest. Of all the Valdacli, Araphor is the least fearful and the most traditional. (See 8.16 for more about Araphor.)

LAYOUT OF THE MANOR

1. Landward (Horse) Gate. The arching, steel-faced door is protected by two guards, as well as a pair of watchmen stationed in the windows above. 7' wide and 9' tall, the doors can admit two riders at a time. They are normally bolted and extremely hard (-30) to unlock.

2. Stables and Stores. The ground level stables accommodate up to 105 horses. Storage lofts surround the upper walls of the huge rectangular hall. A cavalry barracks occupies the smaller third floor.

3. Fountain Court. Surrounded by a colonnade, this open atrium is full of wonderful sounds and smells. Flowers adorn the gardens that encircle the dancing, spring-fed fountain.

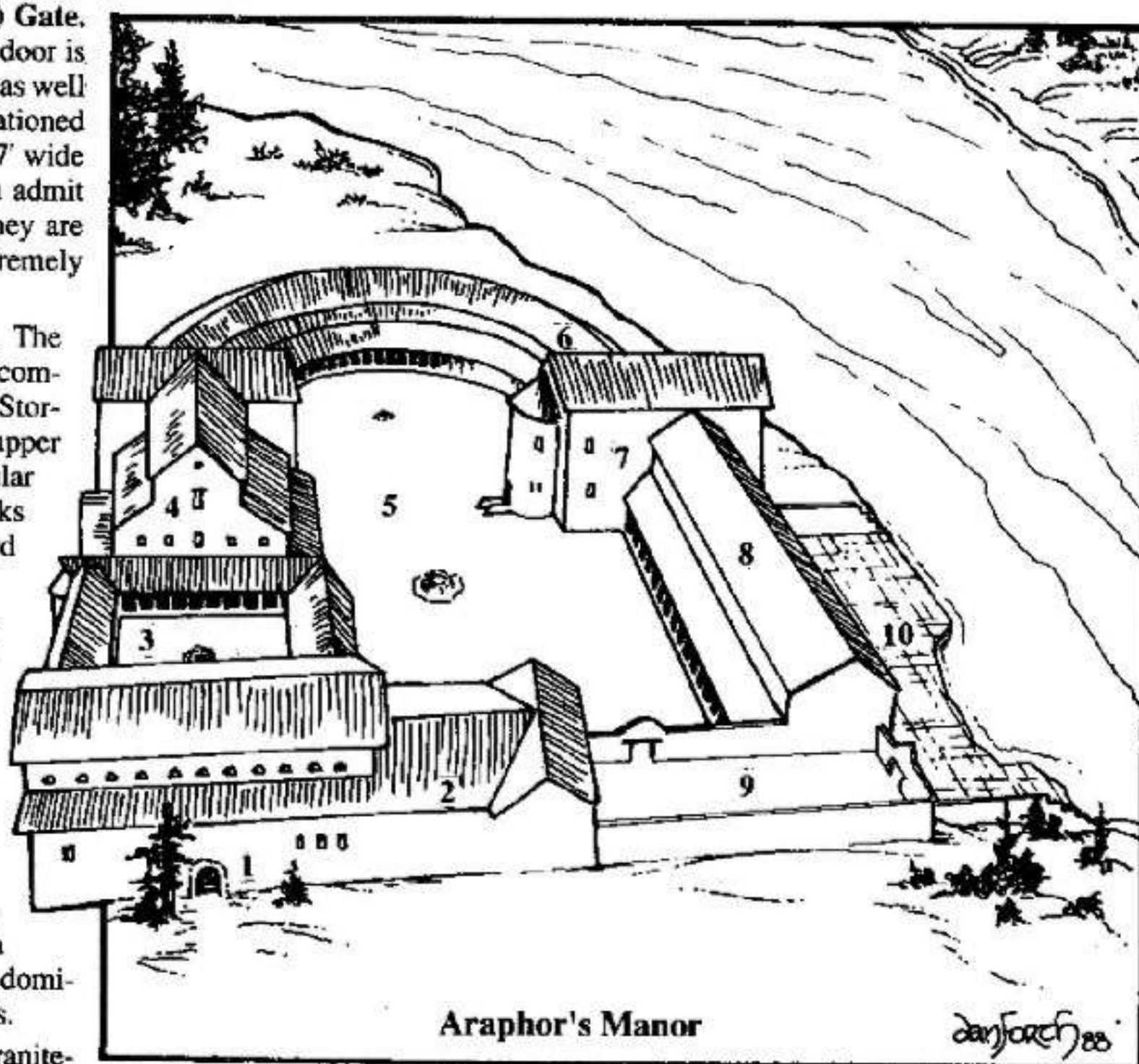
4. Araphor's Residence. Araphor lives in a beautiful four-story home dominated by two airy libraries.

5. Great Yard. The granite-faced yard is the heart of Araphor's fortified residence. Here, warriors practice their drills and craftsmen labor on to create all the goods required to keep the manor self-sufficient. Its two wells produce all the water needed for the residents.

6. The Crescent Range. Guests and servants reside in this curving, two-story structure. Its colonnaded walk looks southward on the paved Yard.

7. Great Halls. This tall complex houses a small mill, the kitchens, servants quarters, and the festival hall. Food stores are kept in the building's basement.

8. Mirion's Range. Erected by Lord Mirion in T.A. 222, this building is the only surviving portion of the original manor. Its lower floor is devoted to crafthalls. The upper floor houses the armory and main barracks.



9. Outer Yard. This area is often filled with barrels and crates, for it serves as the principal work area for the laborers who handle ingoing and outgoing river shipments.

10. River Port. Araphor's private ship docks here, as do boats bringing supplies to the manor.

10.2 ARVARIEN'S MAZE

Arvarien's Half-elven son Imrazôr (I) was as insane as his mother. In S.A. 1666 he ordered his aide Ardukhôr to drown Arvarien in the in the Hembur Pool in Ró-molló. Ardukhôr performed the deed well and was rewarded with a mithril dagger — a blade which found its way into the assassin's ear the next morning.

Tragic as it was, Arvarien's death did not interrupt work on her bizarre maze beneath the Watch at Unulló. This secret and heavily enchanted structure was built in mockery of the Fuinar's shrubery mazes in Valagalen, but it was designed as a place of death rather than as a means of entertainment. Imrazôr loved the peculiar place and delighted in its completion in S.A. 1668. Subsequently, the young half-Dúnadan Lord used the puzzling halls in his perverse games, challenging captured foes to retrieve items keyed to their

release before they perished by starvation, in a trap, or at the hands of Imrazôr's Guard.

THE DESIGN OF THE MAZE AT UNULLÓ

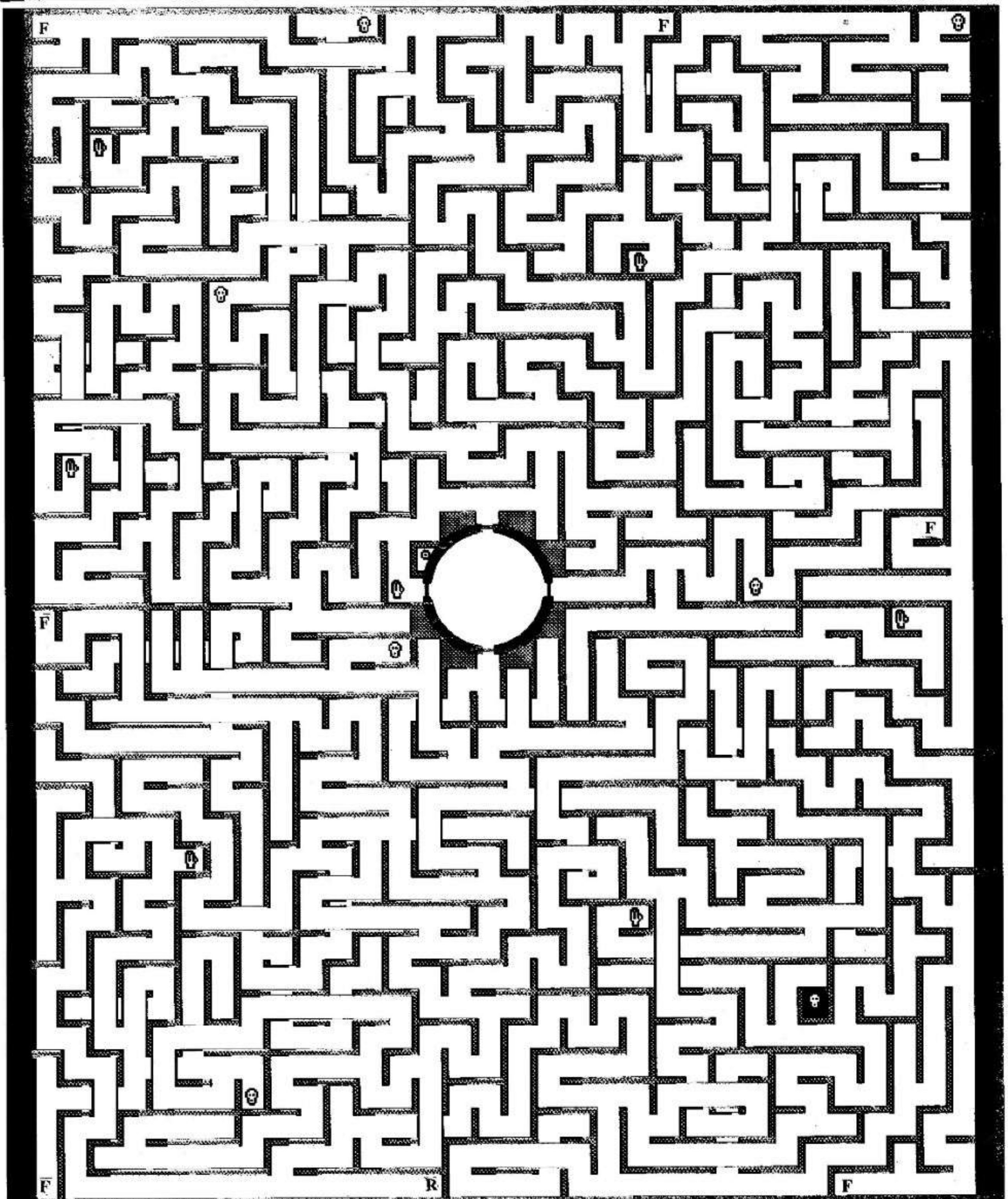
Built with the aid of Elven alchemy, Arvarien's Maze seems indestructible. It was constructed in a basalt cavern 250' directly below the Watch at Unulló. (See 9.12.) Like the diminutive tower above, its enchanted, obsidian-inlaid basalt walls are reinforced with steel and laced with thin filaments of kregora, an enchanted metal which disrupts spell-casting.

NOTE: Anyone attempting to throw a spell within the confines of the complex must make a RR vs a 20th level Dispel. RR failure results in failure of the caster's spell.

The entrance to the maze is in the center of the complex. Here, Imrazôr's Guards lowered retractable rope ladders from the Watch at Unulló into a circular room with four exits. A rotating chamber, the room sits on a track and is controlled by a winch located in small adjacent nook. Those entering the turning chamber can be trapped in the room and released at their captor's leave.

Arvarien positioned jade sculptures throughout the maze in order to challenge or assist her victims. Shaped like heads or withered halls, these beautifully-wrought artworks each contain a place (in either the mouth or palm) for a scroll or a small object like a knife. Some key very hard (-20) to detect pit traps. When moved, they release a spring-hinged 6' x 6' floor panel, sending anyone on the trap down a 100' deep shaft before swinging and closing flush with the floor. Victims receive a +100 Fall/Crush attack.





↑ N

ARVARIEN'S MAZE (Unulló)

Scale: 1" = 40'

KEY: = Jade Head = False Treasure = Jade Head with the Key = Secret Door Both Sides = Normal Door Side = Secret Door Side

At least one jade head holds the object always sought by Arvarien's prisoners: a magic key. The hand-shaped mithril key unlocks the four doors into the rotating entry hall. More importantly, the key fits into the keyhole in the nose of the sculpture. This lock is extremely hard (-30) to perceive and absurd (-70) to pick. When turned, the mechanism opens a secret door in the ceiling above the skull, revealing an inclined passage that ascends back up to the Watch at Unulló. Inset hand holds assist anyone climbing through the passage; however it remains a hard (-10) ascent. The exit to this shaft is below the Watch's protruding cornerstone. Absurd (-70) to perceive or unlock from above, it is easy (+20) to unlatch and swing aside from below.

NOTE: All the secret doors in the maze are sliding doors that are medium (-0) to detect. Each door will automatically close a few minutes after being opened.

10.3 HALL OF MALKÔRA

The Hall of Malkôra is situated below the Spire of the Flame in northeastern Mirëdor. It is one of two larger enclaves devoted to the Masters of the Servants of the Real Fire. (See 7.31.) The other is the Hall of Alûva in the Golden Rock (P. "Dabu Cûpem") near the headwaters of the river Suriva in central Pel.

While typical of the numerous squat funereal towers secluded in the remote highlands of the Dominions and the adjacent lands to the north, the Spire of the Flame (P. "Jumanara Ulma") is larger and stronger than the Servants' other centers. It is the focus of Malkôran prophesy and houses the round ceremonial chamber where the *Book of Malkôra* is stored and read. The Master of the Blue Flame resides here, keeping watch over one of only two copies of the two-volume *Speakings of the Fire*. His six senior Servants attend him according to the following rotation:

SENIOR SERVANTS OF THE BLUE FLAME

Name	Symbol	Profession	Room	Role
Wote	Scythe	Mage/Sorcerer	6	Slayer
Cudûma	Ram	Scout/Rogue	7	Giver
Ombûr	Bull	Warrior/Fighter	8	Keeper
Brom	Goat	Animist/Healer	9	Runner
Simbu	Lion	Warrior/Fighter	10	Hunter
Casarac	Turtle	Ranger/Monk	11	Guardian

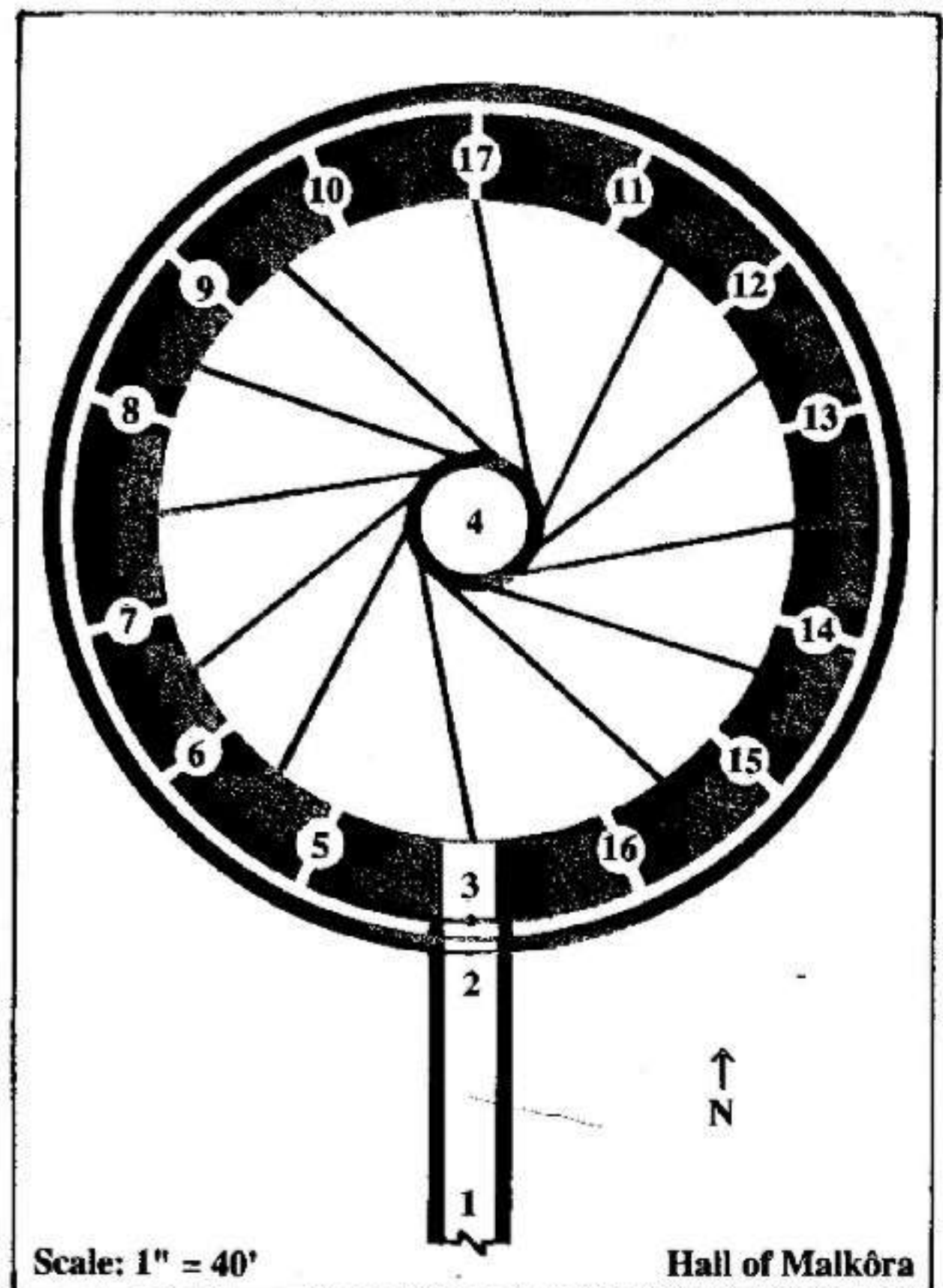
Four times a year, all of the senior Servants gather in the Hall of Malkôra to reaffirm their goals, revise their plans, and pray. Their ultimate aim, of course, is to subjugate Endor.

LAYOUT OF THE HALL

1. Entry Hall. Outside, the narrow cave opening leads to a circular rock chamber dominated by a deep well. (This room is not depicted.) A steel-backed, obsidian door is inset into the wall at the rear of the chamber. Locked and sheer folly (-50) to open, the door guards an entry hall which leads back into the mountain underlying the Spire of the Flame.

2. Double Doors. Constructed of bronze and inlaid with blue star sapphires, these twin doors are kept locked. They are extremely hard (-30) to open and magically trapped. The trap, which is very hard (-20) to detect, consists of ithildin (mithril alloy) symbols, invisible carvings which glow when struck by moonlight, or by rays from the magic, blue moon-shaped orb set into the ceiling. When the doors are tampered with, the orb will glow, revealing two Symbols of Fire. Anyone within 10' of the doors when the symbols appear must make a RR vs 16th lvl Essence. Victims failing by 01-25 receive 1-20 hits and an "B" heat critical strike. Victims failing by 25-50 receive 2-40 hits and an "E" heat critical strike. Victims failing by 51+ burst into a bluish flame and dissolve into ash in 1-4 rds.

When unlocked, the main doors will swing open at a touch.



3. Small Foyer. This rectangular room opens into the Hall of Malkôra, the Enclave of the Blue Flame. It also opens onto a circular outer passage by way of two secret doors. Both are Very Hard (-20) to detect and extremely hard (-30) to unlock.

4. Hall of Malkôra. The floor of this domed room is covered by a mosaic which is divided into 12 areas, six blue and six gold. Each area corresponds to a sign associated with one of the Order's twelve senior Servants: the six of the Blue Flame and the six of the Golden Flame. The 160' high black ceiling is adorned with a mosaic of the Yearsend sky.

5. The Blue Flame. A perpetual, enchanted blue flame burns in the center of the room. It flickers from a lamp which floats in a 30' diameter pool of deep blue water. The position of the apparently 4' tall lamp is fixed by chains attached to the ceiling. These chains can be raised, lifting the lamp 8' and revealing the 4' section which is normally obscured by the water. The priceless two-volume *Speakings of the Fire* are stored in a water-tight chamber in the lamp's base. Very hard (-20) to detect and unlock, this compartment is guarded by a 20th Symbol of Fear. Those who fail their RR vs this Essence spell with flee for a number of minutes equal to the number by which they failed.

The 36th lvl Blue Flame cannot be extinguished by normal means.

6.—11. Living Quarters. Chambers for the Prophets of the Blue Flame, the senior Servants of Malkôra, surround the huge, domed hall. There are two doorways into each of these rooms: one connects to the corresponding area of each sign in the Hall of Malkôra, and the other allows entry to the access corridor that connects all the living quarters and also provides egress to the entry hall.

12.—16. Guest Quarters. The Guest Quarters are identical to the Living Quarters. However, they have never been used, for they are intended to house the Prophets of Alûva, who have never visited the Spire of the Flame.

17. Master's Chamber. The Master of the Blue Flame resides in this opulent apartment.

10.4 EREGOST

Eregost is a highland retreat that rises out of the southern foothills of the Yellow Mountains, near the headwaters of the Onpu Aeluin. The monastery is only a half-day's ride south of the point where the Pel Road becomes the Drel Way. Constructed of pearl-inlaid teakwood and trimmed in mahogany, it is a stupendous achievement in the art of woodcraft. Its exceptionally high-peaked, copper roof gleams in the afternoon sun and resounds with a thundering din in the heavy autumn rains. The great gables that overhang its low walls shelter the intricate paneling that covers the sides of the structure and accentuate a profile that seems to grow out of the heathery ground of the Ereg Eiren.

The Master Ikûr and the High-priest Ne-eslem hold keys to every part of Eregost. They can circumvent all of the locks, traps, and other dangers. In addition, their lycanthropic Drel minions are powerful and well-organized.

NOTE: All traps and secret doors are Ext. Hard (-30) to detect unless otherwise noted. All normal hallways are 10' wide and 7' high. The outer walls are 21" thick and the inner walls 14" inches thick.

GROUND LEVEL

1. **Double doors.** Built of solid oak, the main doors are eight inches thick. They are locked and very hard (-20) to pick. The priest Ne-eslem and the Master Ikûr have keys, as do the two elder monks stationed on duty inside the doors.

2. **Hall of Masters.** This long hall is lined with statues of all who have presided over the monastery as Masters. Many are defaced, for the current inhabitants of the monastery foster somewhat different "ethical views" than their predecessors. At the base of each statue is a plaque bearing the Master's name, as well as a short history of his life.

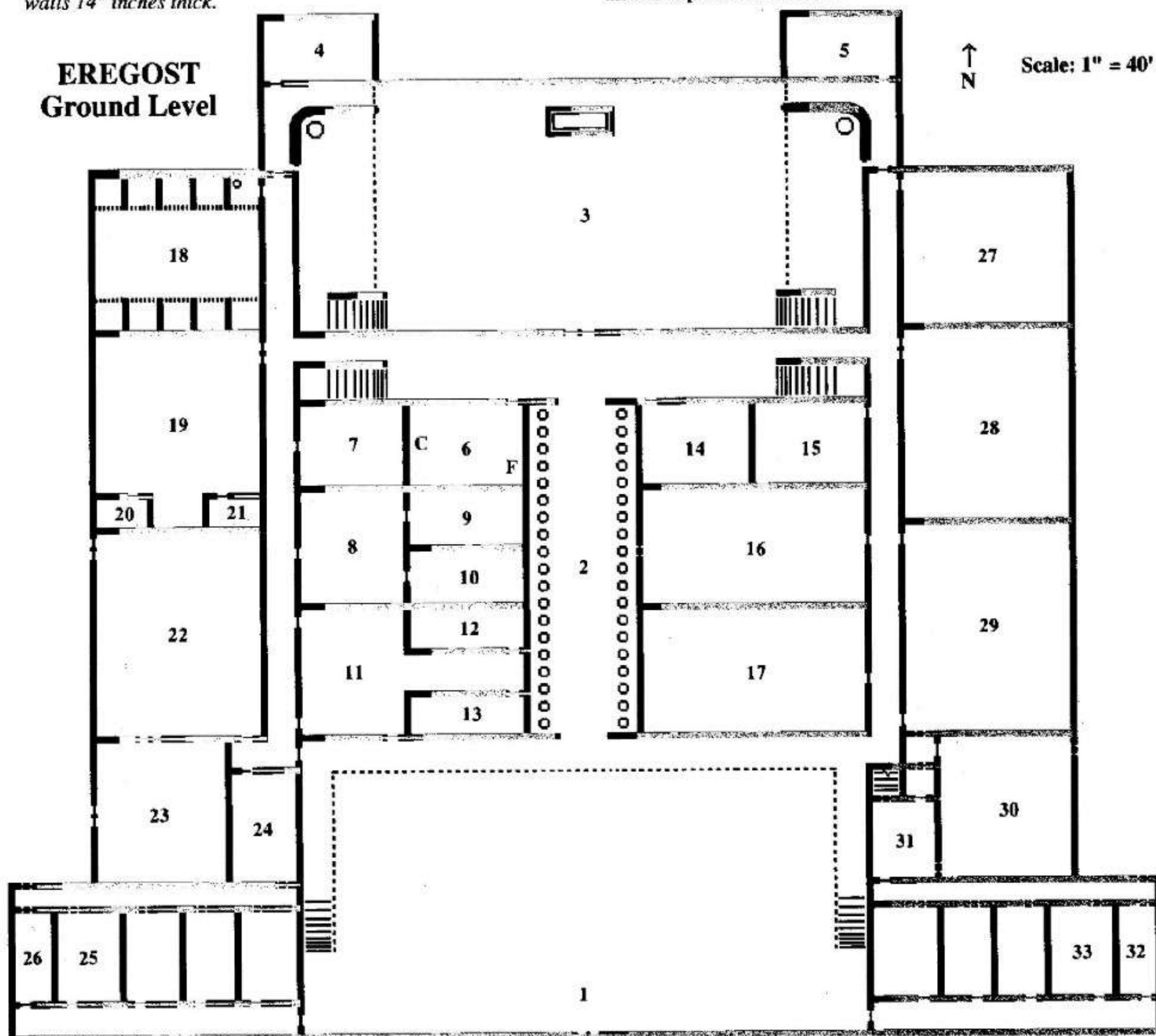
3. **Altar Chamber.** The Monks of Ereg Eiren hold their evil services here. At the north end of the room is a sacrificial altar, complete with blood grooves.

4. **Robing room.**

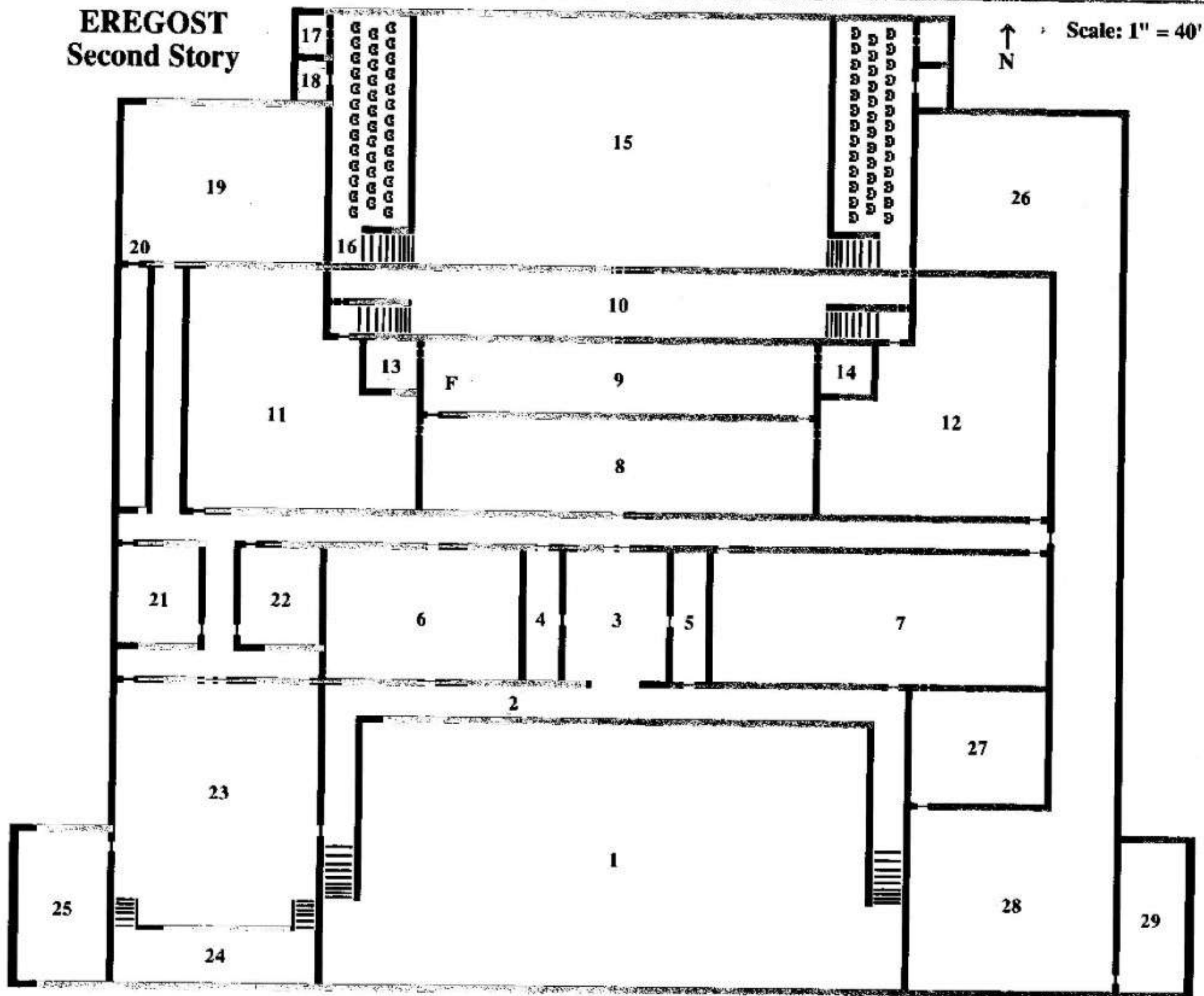
5. **Altar Stores.** Here various supplies such as candles, incense, lighters, chains, ceremonial daggers, chalices, etc., are stored neatly on shelves.

6. **Warden's station.** All monks starting or ending guard duty check in with the Warden, who is stationed in the room. From his vantage point in the southwest corner of the room, the Warden also supervises the use of the two trap doors in the room.

EREGOST Ground Level



EREGOST Second Story



7. Warden's quarters. The Warden spends his rare off-duty hours in this room. His quarters are functionally furnished, except for an excellent woodblock print dating to the time when the monastery was founded (ca. T.A. 1100). This print is worth 1000 gp but weighs 42 lbs.

8. Common Room. This chamber serves as a mess hall for those monks who live in #9 and #10. The room's only notable furniture includes a large oak table and a dozen chairs.

9.—10. Living quarters. Half the garrison in the monastery is quartered in these two rooms. Conditions are fairly cramped, although each monk has a cot and a trunk for personal belongings.

11. Common Room. Similar to #8 above.

12.—13. Living quarters. Similar to #9 above, these chambers are reserved for the elder monks.

14. High-priest's quarters. The High-priest Ne-eslem sleeps here. The shrine is just a few steps away. The room is elegantly furnished with an enclosed cherrywood bed and a mahogany dresser.

15. High-priest's study. This room contains a stained Goldwood desk, a stuffed high-back chair, and several shelves which hold the priest's personal library. In the desk are five sheets of magical vellum, suitable for inscribing +10 runes. On the desktop is a quill that allows the user to write at double speed without ever needing ink.

16. Kitchen. The cooking crew typically prepares two meals every day. The facilities here are superb: several ovens, clean work tables, and deep

cooking vats are only some of the features. Note that all inhabitants know how to use the kitchen for defense, and at least twice in the past some monks withdrew to the kitchen and employed hot grease to defeat their attackers.

17. Dining Hall. Here everyone takes their meals. Except for special occasions, most bill of fare is simple but satisfying. A large candeled chandelier provides illumination. The Master typically presides over each meal.

18. Prison. Prisoners and troublemaking monks are incarcerated here. The front walls of each cell are formed of two-inch thick iron bars. From inside the cells, the locks are Absurd (-70) to pick. Outside the cells, the mechanism is merely extremely hard (-30) to foil. One monk is on duty here at all times; he holds the keys to the cells.

19. Training Room. The monks are trained here. Stretching and conditioning classes are held in the morning, while formal training sessions take place in the afternoon.

20.—21. Storage. Training equipment is stored in these two walk-in closets.

22. Stables. Roughly a dozen riding horses and two medium warhorses are stabled at the monastery. The two warhorses have undergone special training to enable their riders to use martial arts techniques while riding them — with no penalty. The stable's double doors are locked.

23. **Workroom.** The monks use this room for woodworking, leather-working, and other essential crafts. The chamber is fitted with a fine complement of +5 tools. Its double doors are poorly locked and clumsily barred, but remain hard (-10) to open.
24. **Storage Room.** The main storage room for the first floor, this chamber contains maintenance equipment and dry consumables as well as kegs of brandy and casks of wine. The secret door in the rear of the room is blocked by casks and is Extremely Hard (-30) to find unless the casks are removed. This hidden 4'x4' aperture allows access to the "assassins' corridor," which connects with all the west wing guest rooms. If a guest is to be assaulted, a monk may sneak into the visitor's chambers through this secret door to surprise the unfortunate victim.
25. **Guest Rooms.** The monastery provides luxurious accommodations for its rare visitors. Comfortable, soft beds, a desk and chair, and a closet are standard for each room. The secret doors in the rear of each guest room lead to the "assassin's corridor." These secret doors are Extremely Hard (-35) to detect due to wall hangings and clever lighting placement.
26. **Bath.** Fed by the hot springs located beneath the monastery, the baths contain cool pool, warm, and hot pools, as well as a steam chamber.
27. **Rest Hall.** Here, divans line the walls and plush carpet covers on the floor.
28. **Recreation Hall.** The inhabitants of the monastery spend much of their free time here engaging in various pursuits: music, drawing, writing, singing, games, etc.
29. **Main Library.** This library still contains many of the volumes that belonged to the original inhabitants of the monastery. Its thousand volumes provides information on nearly every subject imaginable.
30. **Secret Library.** Tomes on many magical languages are stored here, as well as selected works on such subjects as alchemy and magic. Only the Master and the High-priest are allowed to peruse texts from this room (unless special permission is granted).
31. **Sanctuary.** This room is used for secret meetings or as a retreat for the High-priest and the Master. The secret door leads to the basement level and is sheer folly (-50) to detect and very hard (-20) to unlock.
32. **Bath.** Similar to #29.
33. **Guest rooms.** Similar to #25.

SECOND STORY

1. **Foyer.** The foyer is located 12' above the ground level.
2. **Balcony.** Two monks patrol the balcony area.
3. **Reception area.** Guests are detained in this room until they are led elsewhere, or until someone in authority greets them.
- 4.—5. **Anterooms.** These rooms are used to prepare for meetings with guests; they also serve as additional reception areas.
6. **Armory.** Both doors to the armory are locked and are sheer folly (-50) to pick. The armory contains +5 composite bows, arrows, broadswords, two-hand swords, staves, throwing stars, hand axes, and quarter-staffs. There are approximately 3 dozen of each type of weapon.
7. **Garden.** A variety of flora abounds here, making for a place of beauty and meditative serenity.
8. **Master's office.** In this spacious office the Master ministers to routine affairs while occasionally attending to guests.
9. **Master's study.** The Master tends to his most important business in this study. He and the High-priest hold late-night meetings in this comfortable room.
10. **Master's bedroom.** The serves as living quarters and as a relaxation area.
11. **Audience Chamber.** The Master and the priest use this chamber to resolve business involving large groups. They typically conduct proceedings from behind a raised table. Members of the audience are required to stand.
12. **Trophy Room.** This room features mementos and trophies from many of the monks' battles. Ornate armor, dragon hide, exotic weapons, and mounted heads of fantastic creatures are just some of the contents.

13. **Meditation Room.** This secret area is used as a retreat and meditation area for the Master.
14. **Dressing Room.**
15. **Temple.** Here the stairs descend 12' to ground level.
16. **Temple Balcony.** The temple affords place for visitors interested in attending services. Usually the elder monks occupy the seats.
17. **Viewing Rooms.** These secret chambers have small viewing holes for spying on certain guests. The holes and the doors to the room are very hard (-20) to detect.
18. **Balcony Storage.**
19. **Infirmiry.** Here, the High-priest or his assistant tend to the wounds that the monks suffer during training.
20. **Infirmiry Storage.** This walk-in closet holds normal first aid supplies including bandages, surgical instruments, splints, etc.
21. **Drawing Room.**
22. **Rest Chamber.** The priest or Master can often be found in this small but well-supplied lounge.
23. **Seating.** Approximately 100 seats fill this viewing area, which faces the stage (#24).
24. **Stage.** The stage is used for lectures or demonstrations.
25. **Preparation Chamber.** This side room is devoted to preparations for presentations. It also serves as a storage area.
26. **Meditation Chamber.** A magical aura penetrates this room, allowing meditators an additional +25 to meditation skills while in the room.
27. **Art Gallery.** This private gallery contains various rare art objects. The ten jade carvings are worth approximately 100 gp apiece, while the three porcelain swans are each worth 300 gp. The gallery's doors are locked and very hard (-20) to pick. They are guarded by a bell-alarm which is connected to both door knobs and is extremely hard (-30) to detect.
28. **Supplemental Training Hall.** Advanced students receive special instruction from the Master here. No initiate monks are normally allowed to enter the room.
29. **Training Storage.** Equipment for advanced instruction is stored here.

LOWER HALLS

1. **Stairs.** This 35' stairway connects the granite basement with the main level above. A very hard (-20) to perceive trap guards the seventh step. Triggered by any weight exceeding 80 lbs, the stair recedes and sets off a mechanism that opens ports where the walls meet the steps. A near-frictionless snail slime pours through these small holes, while the stone stairs fold down into a slide. Just staying on the sloping surface becomes an extremely hard (-30) maneuver (roll 1/rd). Any attempts to move are absurd (-70). Those who succumb to the slide skitter down the stairs, where they are cast into a 20' deep pit filled to the 7' level with a potent starfish acid. Those who succeed receive one to three +70 spear attacks from the spikes angling up out of the side walls of the pit, as well as a "C" acid (use heat) critical strike for each round they are in the pit.
2. **Cleansing Chamber.** This room contains water, lye, soap, and towels for those who are rescued from the acid pit.
3. **Block trap.** The corridor beyond the square Cleansing Chamber has a tiled floor inlaid with silver footprint designs. It is a hard (-10) balancing maneuver to stay on the design. Should any weight exceeding 20 lbs be placed anywhere on the floor trap other than these prints, a trap is triggered. When activated, the two blocks on either side of the corridor are forced together by powerful springs. In order to avoid being caught, those in the corridor must make a very hard (-20) maneuver, applying any tumbling skills or quickness bonus. Together, the blocks inflict a +150 Fall/Crush attack.
4. **Hall of Warning.** This room contains Drel inscriptions describing the nature of lycanthropy, and the curse that afflicts those who transgress the rules of the Knifeless Ones.

5. Outer Crypt. The outer crypt contains jars that hold the ashes of thirty of the monastery's deceased High-priests.

6. Dart Trap. A buried pressure plate lies beneath the soft dirt floor of this cavern, between rooms #6 and #7. Whenever more than 60 lbs are on the plate, the trap is triggered. Tempered glass darts tipped with a powerful acid rain from the ceiling. Victims within the cavern receive one to five +60 dagger attacks (no quickness bonus allowed); however, anyone on the plate will avoid being struck. The acid on the darts inflicts additional acid (heat) criticals to those who are struck. Many of the darts will strike the floor; the acid thereon will react with the special composition of the dirt floor, creating a 3rd lvl gas which will stun all in the cavern for 1 rnd/5 pts RR failure.

7. Cavern of Death. This entrance to this sandstone cavern is surrounded by Pel symbols which denote the room as the "Cavern of Death." Here the dead are burned into ash on a steel pyre erected over the placid spring in the corner of the chamber.

8. Hall of Vines. Filled with cave-vines, this chamber is designed to house the High-priest's blind Slow-fang (see 5.2).

9. False Treasure Chamber. This chamber contains barrels full of what appear to be silver, gold, and mithril pieces. In reality, the coins are lead, plated with silver or electrum. The total value of the 500 lbs of counterfeit coins is only 50 sp.

10. Drainhole. This 1' wide shaft extends 100' deep and terminates in an underground river. If the water trap at #14 is released, the water will slowly drain through the shaft. While doing so, however, it will mix with the black powder coating the shaft. This mixing will cause clouds of ink to quickly spread through all water in the corridor, blinding all in the water for 1-10 minutes unless a RR vs. a 4th lvl poison is successful. The shaft is capped with a fine but strong mesh grill.

11. Fine Goods Chamber. Precious items are stored in this chamber. Bolts of fine material (silk, etc.), aged liquors, and antiques are only some of the items here. The total value of objects in the room is approximately 800 gp.

12. Strongroom. This cell functions as the monastery's principal cell. The secret door to the room is in absurd (-70) to detect and sheer folly (-50) to unlock. The entire cell is enveloped in a permanent *Utterdark* spell, rendering those within effectively blind.

13. Chamber of No Hope. An enchanted jade throne stands in the center of this room. Anyone sitting in the throne must make a RR versus the 12th lvl *Symbol of No Hope* inscribed on the seat. Should the occupant fail his RR by 01-50 he will collapse in remorse for 1-100 rds. If he fails his RR by 51+ he will become hopelessly paralyzed for 1-10 rds and then attempt suicide. The symbol is extremely hard (-30) to detect. Anyone (occupant or not) touching the symbol will begin to wail. Those within 5' must make a RR vs a 6th *Fear* spell or flee for 1-50 rds.

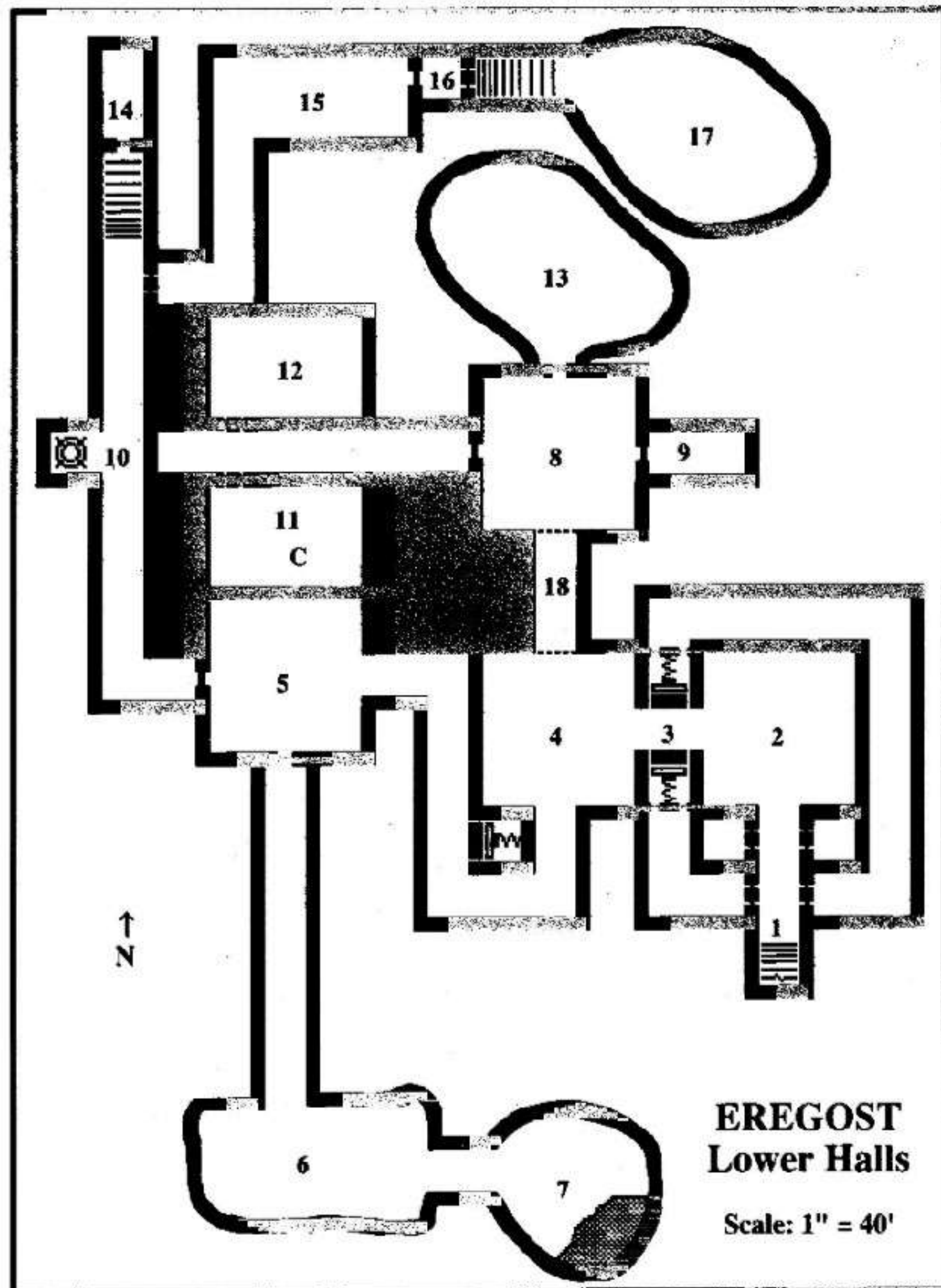
14. The Boiling Corridor. An insidious trap is located at the steel door at the top of the stairs. The door is specially reinforced to withstand the enormous pressure of the water behind it. However, anyone ascending the stairs and moving the doorknob will cause the door latch to spring. The heavy door will burst open, smashing the hapless intruder against the nearby wall with a +100 Fall/Crush attack. A reservoir of scalding hot spring water will crash out, filling the entire corridor floor to ceiling and carrying anyone in the hall toward room #5. These victims receive a "B" Crush and a "C" Heat critical as they tumble backwards. Blades set in the walls at the bend will then spring out, inflicting one to four +50 broadsword attacks on the unfortunate victims.

15. Lair of Webs. The walls of this peculiar hall are adorned with silken webs, suggesting the presence of a Giant Spider. Actually, the webs are spun with gold filament and constitute the chief treasure of Eregost. They can be coiled and carried off on the 2' diameter inscribed silver spool located in the treasury. The gold is worth 5000 gp.

16. Trapped Door. This door is locked and Very Hard (-50) to pick. However, any attempts to pick or force the door will trigger a *Mass Metalfires* Symbol inset into the door's keystone. All metallic items in the room must resist vs. 3rd level Essence attack or burst into flames, delivering a single +1 to +100 *Fireball* attack to those possessing the items. Those wearing immolating metal armor receive an additional +50 *Fireball* attack (vs No Armor/AT 1) during each round they wear the armor.

17. Treasury. The room contains: 10,000 sp in ingots, 100mp, various gems and jewelry valued at 750 gp, the *Shieldarang*, and the *Dark Cloak* (see Sec. 12.6).

18. Pivot-trap. This section of the floor pivots in the middle. Whenever more than 250 lbs are on the front half of the floor (the half towards room #8), counterweights will trigger the pivot. Those on the front half will be dropped into a 15' deep pit (receiving a +15 Fall/Crush attack). Those on the back half will be catapulted into room #8 (receiving a +10 Fall/Crush attack).



10.5 AINGALAD

The tallest and oldest Goldwood grove in Valagalen is located at the center of the Fuina kingdom. Called "Aingalad," the Elves consider it to be the most sacred copse of trees in southwestern Endor. Lord Terilaen often spends long periods of time here, for it is a magical place imbued with the spirit of Oromë (Araw). The Vala visited the Avari at this spot during the Elder Days and carved a great chair out a gigantic lifeless Goldwood trunk that dated to the era before the fall of the Two Lamps.



Ever since that time, the Fuina Kings have sat in Oromë's Seat in Aingalad. From this point, at the junction of the seven forest roads, the Lord greets visitors to the wood and judges those who disobey the laws of the Fuinar. He holds court while seated 7' above the forest floor, atop the ageless stump. During bad weather, a beautifully-woven round tent covers the lacquered stump and protects the clearing from high winds and rain.

As Lord of Valagalen, Terilaen now sits in Aingalad. He has instructed his Rangers to channel both travelers and trespassers in Valagalen towards his throne, since his power is magnified here by the chair's ancient and magic wood. Hostile intruders who dare challenge Terilaen receive a rude surprise.

Indeed, any spells drawn from the Channeling realm of power are enhanced by 10 levels inside the sacred ring, while Essence (and Mentalism) spells lose half their strength (i.e., half their lvl and/or associated bonus). In addition, spells (and RRs) cast from Oromë's Seat receive a +70 bonus.

10.6 MARATH SEREGUL

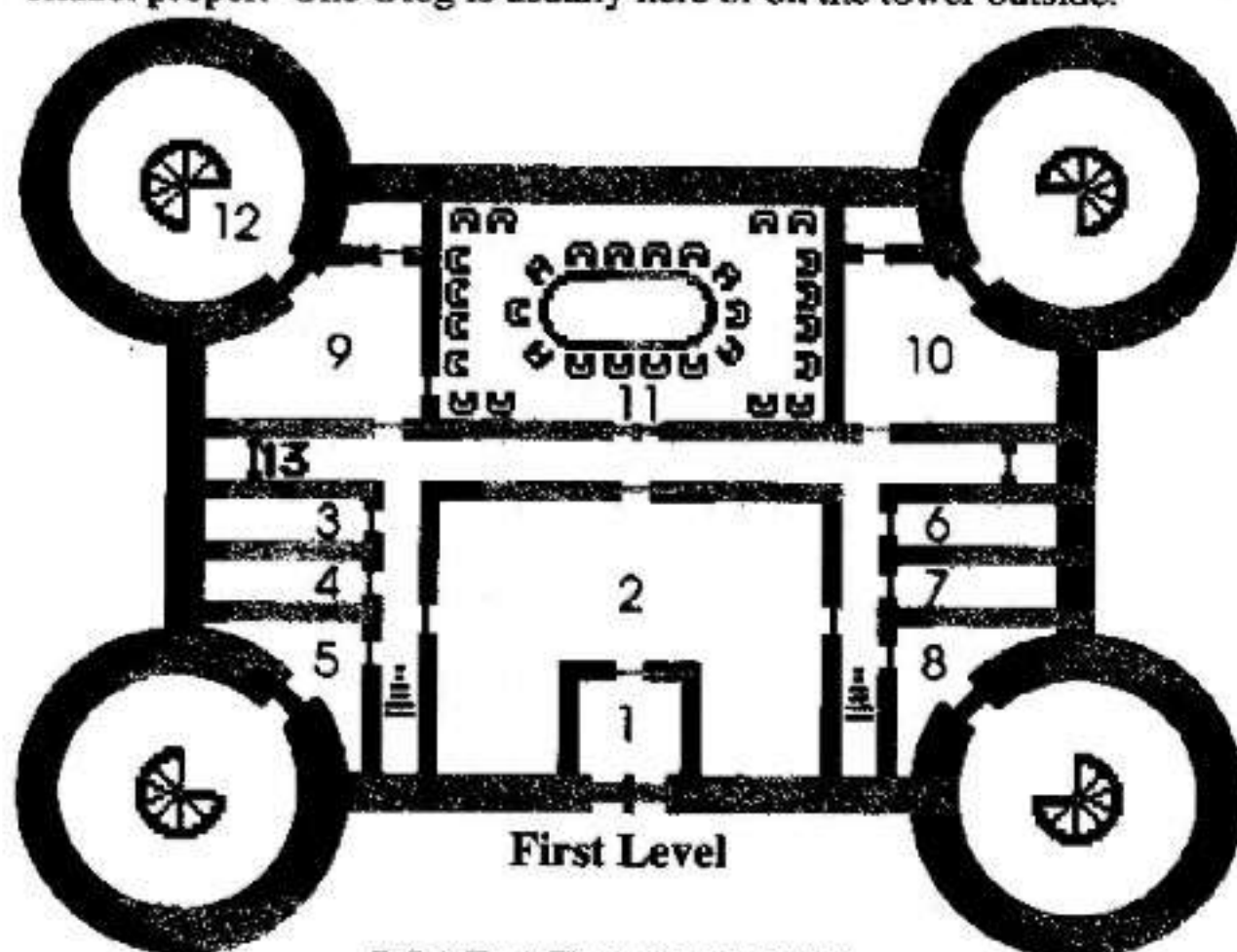
Marath Seregul is located high in the Yellow Mountains of south-central Pel. Seregul's Warlord and several of his Olog guards make their home here. Also known as the Cloud Citadel, this hidden stronghold is usually shrouded in mist. Seregul uses the fortress as remote rendezvous for meetings with Malezar, the Lord of the undead Eyes. (See 7.25.)

FIRST LEVEL

1. **Entryway.** Visitors to Marath Seregul first enter a 20' cubicle guarded by massive double doors of alloyed steel and iron. 20' high and 7' wide, these doors are locked and very hard (-20) to open. Inside there is a lever that will unbar the doors, enabling them to swing open.
2. **Grand Hall.** This huge 30' high hall is decorated with murals and hangings depicting peaceful mountain scenes.
- 3.—4. **Quarters.** The guards generally share these rooms.
5. **Guardroom.** Usually unoccupied, the guardroom serves little purpose. No army has ever assaulted the Citadel.
- 6.—7. **Quarters.** Same as #3.
8. **Guardroom.** Same as #5.
- 9.—10. **Main guardrooms.** The main guardrooms are used for storage and cooking. Walk-in closets are installed in the rear of each room.
11. **Meeting/Dining Room.** A large table and great seats fill the room. Many of the Olog-hai choose to spend their free time here carousing.
12. **Towers.** The Citadel's four towers are spacious but mostly empty. Circular stairs ascend through each spire.

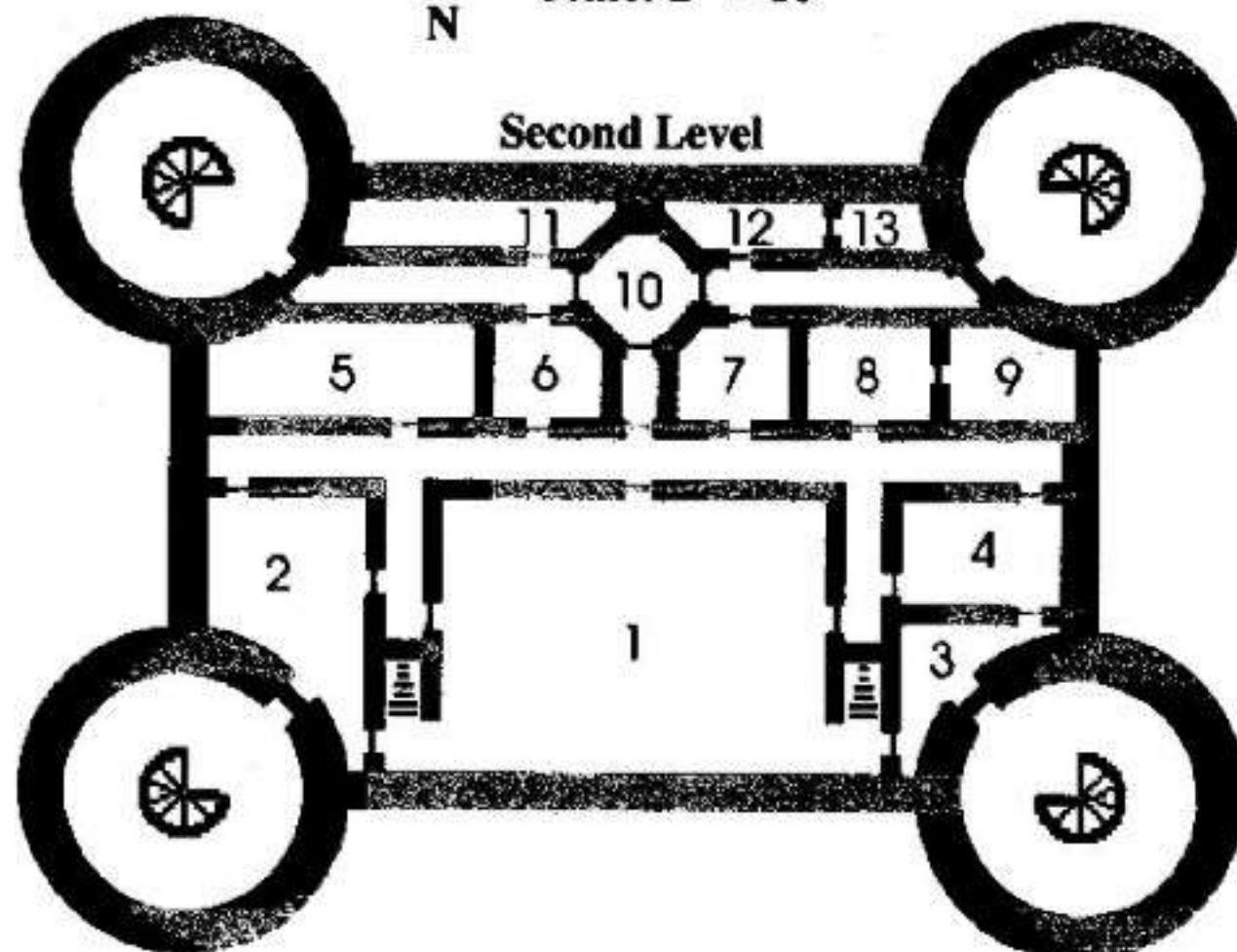
SECOND LEVEL

1. **Common Room.** This chamber is used by the Olog-hai for sleeping, playing, and fighting.
2. **Hall of the Stars.** Depictions of the stars and planets adorn this chamber. As with all the corner rooms on this floor, its roof affords an excellent view of the surrounding region.
3. **Guard post.** This is the main guard post for both the floor and the citadel proper. One Olog is usually here or on the tower outside.



MARATH SEREGUL

↑ N Scale: 1" = 80'



4. Squire's Quarters. The second-in-command of the Citadel makes his home here.

5. Warlord's Quarters. The Overseer of Marath Seregul, the Pel Warlord Geel, resides here. She owns a huge collection of adornments: trophies, displays, lighting, and incense, as well as huge divans, pillows, and wall hangings.

6.—9. Olog's Quarters. All the Olog-hai live in these chambers.

10. Access Room. Many of the corridors on the floor meet here, but the room is most noted for its treasury. It is located in an extremely hard (-30) to detect secret cache in the north wall. The treasure includes:

- 3000 sp, 4500 gp, and 300 mp;
- a small magical figurine of Lord Phorakôn of Ūrlond. The figure will, upon command, animate and, once per day, cast any one Essence spell of up to 20th level;
- the *Circlet of Evasion*; and
- the *Black Bow*.

11.—13. Storage. These chambers serve as storage areas for the Olog-hai.

10.7 LAIR OF THE RAIN-DRAKE

The lair of the Rain-drake overlooks a small lake on the Onpu Muva, in the eastern Emyndin. It located upstream from the port of Orp Muva.

LAYOUT OF THE LAIR

1. Entry Tunnel. This passage leads underground. Sloping approximately 5° downwards, it has extremely smooth walls.

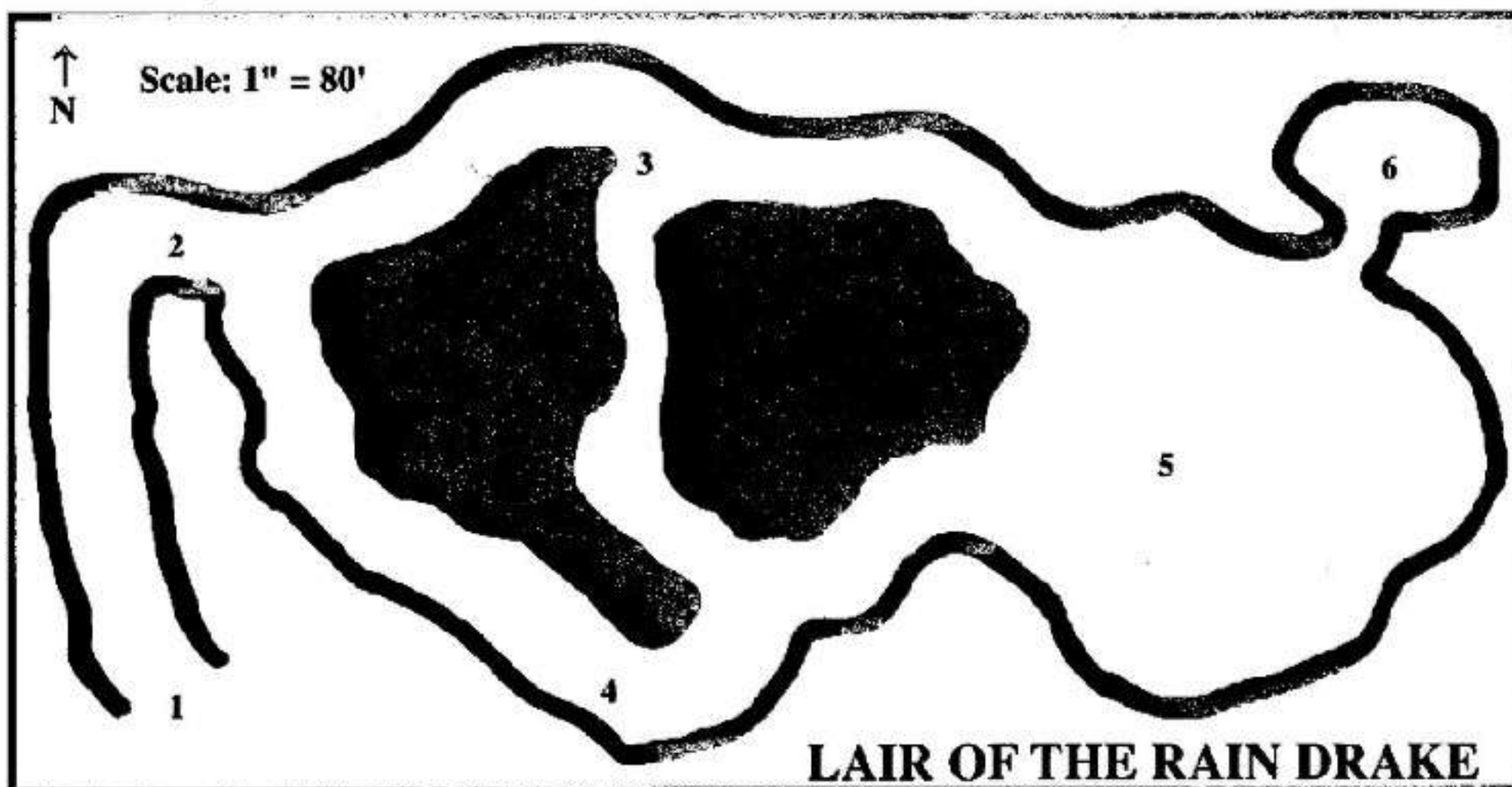
2. Tunnel Bend. The tunnel turns at this point and darkens considerably.

3.—4. Symbols. There are 4th level *Waiting Words of Death* located at these intersections. They will affect the first one entering the area who looks at the symbols. RR failure results in the instant liquification of the victim's body.

5. Cuadada's Cavern. When at home, the worm is usually here resting on her bed of coins. Cuadada resents intrusions and will take steps to quickly rid herself of unwanted guests. There are at least 5000 gp worth in coins here, though most are silver and electrum.

6. Special Items Storage. Here Cuadada has stored:

- a +15 war mattock;
- a +20 longsword of Olog-slaying;
- a suit of +15 chain mail (AT15) that wears like soft leather (encumbers as AT 7);
- a Potion of Changing (imbiber can switch any two stats), a +20 polearm that inflicts additional Grappling criticals;
- a Ring of Fire (will cast *Firebolt* or *Circle of Flame*, usable 3x per day); and
- "Spinerunner," a +20 holy broadsword that can transform into a dagger or two-hand sword upon wielder's command. The sword yields an extra Cold Crit (of equal severity) in addition to any critical strike it delivers. Targets receiving a critical strike must make a RR vs a 4th *Confusion Spell* (see Spirit Mastery list).



10.8 DEREI'S TUNNELS

Located in the town of Alsarias in Mirëdor, "Derei's Tunnels" comprise the Rogue-lord's first major enclave outside of the Arpel area. It is typical of the Society's insidious urban delvings. (See sections 7.33 and 8.3 for more on the Society of Derei.)

LAYOUT OF THE TUNNELS

1. Secret Hallway. This passage permits access to four areas of Derei's network. A 10' wide stairway leads up to the second story and the office level. The door next to these stairs leads through a secret underground passage to the main complex behind the jeweler/moneychanger. Another secret door reveals a 5' wide set of stairs which go down to the basement level, which affords access to the city's aqueduct (which runs beneath the Trenth Road). The secret door at the end of the hallway leads into the flower merchant's shop, an establishment secretly owned by the Society of Derei. From here, one can enter the corridor by pulling on the cord suspending the pot from the ceiling. All the secret doors in this hallway are extremely hard (-30) to detect.

2. Secret Passage. This underground tunnel leads from room #1 to room #3. The Society uses this passage for travel between the second-floor offices and the main area behind the jeweler's.

3. Marble Room. The secret passage slopes upwards and ends here, behind a hollow oval of scarlet-tinged black marble. The marble covers nearly the entire back wall of the store and provides a beautiful backdrop against which to display gems and jewelry. In the rear of the marble room is a door which leads into the foyer. This door provides access to the main area. Beyond the door is a pit trap. Very hard (-20) to detect and disarm, this trap is triggered whenever more than 30 pounds of weight is placed on the 5'x5' floor panel just inside the door. If triggered, the floor opens, dropping everything on the panel into the pit below. Anyone falling into the 80' deep pit will be struck by 2-20 wooden paddles, each of which delivers a +50 Club attack and slows the victim's fall. As far as the Society is concerned, these devices are intended to knock victims unconscious rather than kill them. After all, the battered bodies may be collected later. A secret door also opens into the jewelry store.

4.—5. Guardrooms.

6. Armory. Weapons of +10 high-quality are stored here. They include about 100 swords, daggers, throwing weapons, and bows.

7. Cell. Well-designed, this cell precludes any normal escape. It takes an Absurd (-70) maneuver to unlock the solid, cast iron door.

8. Treasury. This cache holds the booty extracted from the Alsarias area during the past few months. It includes 300 cp, 800 sp, 200 gp, assorted jewelry worth a total of 300 gp, and the Amulet of Sucûlac. Most of this loot is destined to go to Derei's abode at Lightning Head in Arpel (see 9.13).

9.—11. Guest rooms. These are small but adequately furnished chambers.

12. **Storage.**
13. **Planning Room.** Stocked with a large rectangular table and comfortable chairs, this room is used as an impromptu council chamber. Its primary purpose, of course, is as a forum for planning raids.
14. **Hall of Skills.** This area is utilized by guild members for the purpose of improving their skills: stalking, hiding, picking locks, acrobatics, etc.
15. **Kitchen/pantry.**
16. **Common Room.**
17. **Training Hall.** Used for sparring and weapons training.

SECOND LEVEL (WAREHOUSE)

1. **Entry Hall.** A comely guard sits here as a purported receptionist.
2. **Shop.** Used for woodworking, sculpting, leatherworking, etc., the shop is a fine craft hall. It enables the Society to produce nearly everything they need that they cannot acquire openly or through theft.
3. **Rest Chamber.** This quiet, square room is used as a secluded lounge.

4. **Treasury.** This room is adorned with some of the goods the guild has garnered: fabulous rugs, elaborate filigreed ceramics, expensive silk curtains and pillows, etc. Primarily used to show off to visitors or as an ego boost for guild members.

5.—12. **Quarters.** These chambers house eight members of the Society of Derei. Like most members, though, these thieves and rogues have other lodgings.

13. **Library.** Treatises on skills like trailing, dodging pursuit, and ambush comprise most of this small collection. A few very basic magical texts, however, occasionally appear on the shelves.

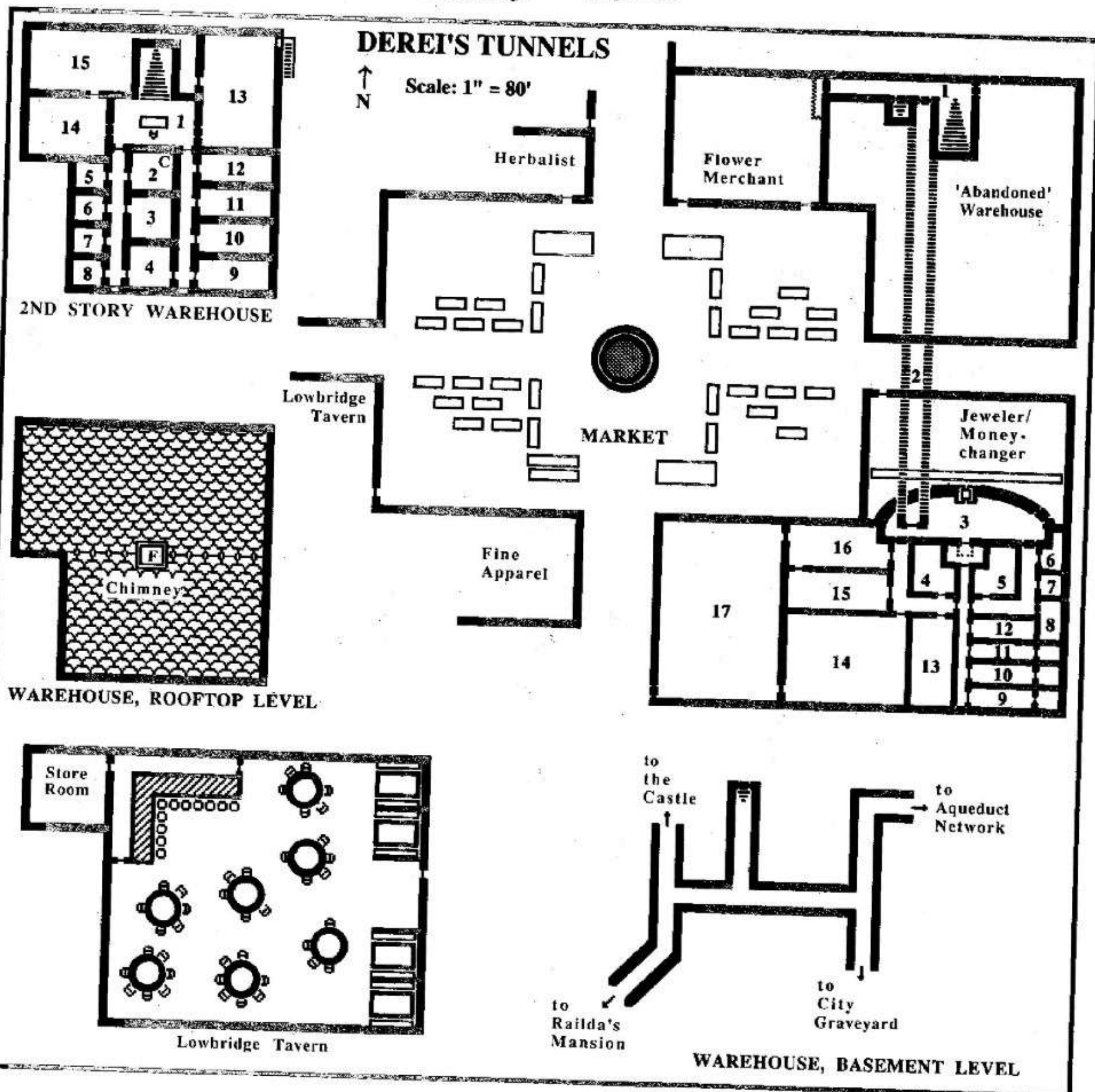
14. **Study.** Derei's personal study is decorated with rich linen wall coverings, thick rugs, and ornate lanterns. The Rogue-lord is rarely in Alsarias, but when he is in the Mirëdoran port he spends most of his time in this room.

15. **Derei's Bedroom.** The most notable piece of furniture here is the canopied bed.

DEREI'S TUNNELS

Scale: 1" = 80'

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10.9 COR MINYADHRAS

Cor Minyadhras crowns a two thousand foot high rock spire that protrudes from the granite base of Minyadhras, the last and southernmost peak in the Yellow Mountains. The sheer, black pinnacle has long been a favorite guidepost to travelers marching through the Aeluin Crossing. Still, few have scaled this daunting rock.

In T.A. 987, Elorion of Ostelor gathered the Valdacli in the thick woods by Minyadhras and related a secret. He spoke of a hidden Elven stair within the Black Spire (Q. "Mornetilde") that winds up to the flat, grassy summit and nominated the exalted column as the sole gathering place for the Council of the Seven. His companions concurred. Ever since that time Cor Minyadhras has served as the principal symbol of Valdaclian unity.

ENTERING THE BLACK SPIRE

The entrance to the Black Stair within the spire is sheer folly (-50) to find. Located 3' off the ground on the western side of the pinnacle, it is a finely-cut oval. The rock door, which is flush with the surrounding surface, has no handle. There is, however, a 1" diameter circular blue and gold steel emblem cut into the center of the base of the door. This seven-sided star emblem corresponds to the symbol of the same color and design that adorns the seven Valdaclian rings.

Fit into the inset emblem, these rings function as the sole keys to the hidden stairwell. They open the spring-assisted door when turned three notches to the left. Should a key be turned more than three notches, or to the right, the emblem will emit a burst of magical lightning that strikes the key bearer like a +120 *Lightning Bolt*.

Picking the lock is an extremely hard (-30) maneuver with dangerous implications. Anyone failing to properly bypass the mechanism will be struck by lightning, just as if he used a key improperly. Even worse, perhaps, a steel rod will slide into the door from above, sealing the entrance until someone possessing a proper ring unlocks the door.

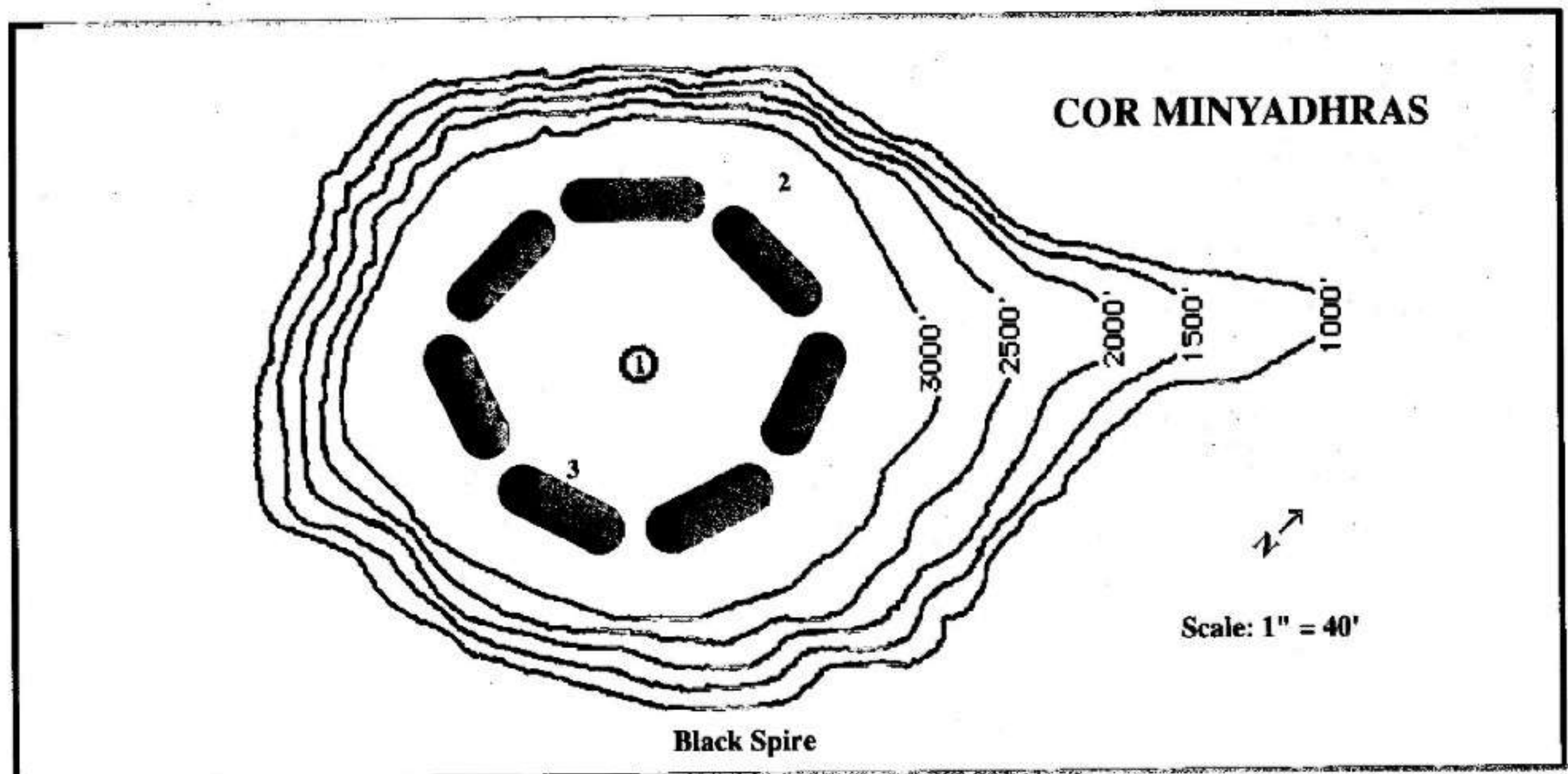
THE BLACK STAIRS

The bottom of the Black Stairs lies inside the stone door at the base of the spire. A low, 4'x4' landing separates the doorway from the first step. From that point, there is an unbroken flight of 2,002 four foot wide stairs ascending to the top. No landings interrupt the stairway, but twelve 6" wide windows serve to remind climbers of the world outside. These 18" tall apertures also provide occasional lighting and ventilation.

The top of the staircase is covered by a heavy stone slab. Here, just below the summit, the tired climber must push hard to reach daylight.

LAYOUT OF THE STONE CIRCLE

1. **White Stone.** A single round slab of white laen covers the entrance to the Black Stair. Hinged on a mithril bar, the stone is inlaid with an ithildin inscription which is invisible unless struck by moonlight. The inscription reads: *"To Marwë, whose watch on these not so gentle lands shall insure the prosperity of the Forest and the blessings of its beasts."* The underside of the slab, which weighs 120 lbs, is fitted with an inlaid silver symbol. Enchanted, it is a 12th lvl *Symbol of Weakness* that cannot be avoided by anyone who touches the slab from the stairs below. Whoever fails to resist the Symbol's spell by 01-25 will be unable to bear any burden greater than 10% of his/her body weight for 1-10 days. Failure by 26+ results in the victim being unable to bear any burden other than simply walking for 1-100 days. (Even clothing will slow the victim to a crawl.)
2. **Marwë's Lawn.** Named for Marwë, the Avar Elf who carved the Black Stair, this grassy circle covers the top of the spire. The lawn is ringed by a curb cut from the edge of the pinnacle's summit. It is covered with silvery wildflowers during the Spring months.
3. **Stone Ring.** Seven blue basalt standing stones make up the Cor Minyadhras (Q. "Firsthorn Ring"). Each is inscribed with the name of a specific member of the Valdacli, in addition to the names of all his/her predecessors. A chair and its accompanying nook is carved out of each stone beneath the lowest inscription. These rock chairs seat the Valdacli.



11.0 SHADOW HOLDS

While the Dominions have resisted the powers of Darkness for centuries, the Shadow grows stronger with each new year. The minions of Evil multiply, spreading terror and speaking of deliverance. They offer their Dark Lord's word and do his awful bidding.

The following sites are but a few of the holds in the Dominions associated with the Shadow in the South.

11.1 HOUSE OF THE BLACK HAND

The Temple of Those With the Black Hand, or "House of the Black Hand," is located outside of Fal Carth in northeastern Mirëdor. It is the principal center of Sauronic worship in southwestern Endor. Built out of iron panels and supported by basalt columns, the structure is uniquely Mordorian.

Uthmag, the High-priest of the Order of the Southern Dragon, presides over the Temple, which is guarded by warriors drawn from Akhōrahil's army. (See the cover for a picture of their uniform designs.)

NOTE: This very unusual design incorporates privies which are set into the four basalt columns in the

power to detect *Presences* within the same area (targets receive RRs). Should the Watcher perceive someone, it will ask (in Black Speech): "Who walks in the House?" The proper answer is "I do, by leave of Uthmag." If the Watcher fails to receive this answer within 1 rd it will begin to shriek, alerting the garrison.

8. **Stairs.** This staircase ascends to the overlook area.

9. **Dais.** Here Uthmag conducts rituals and pays homage to the Dark Lord as the King of Men.

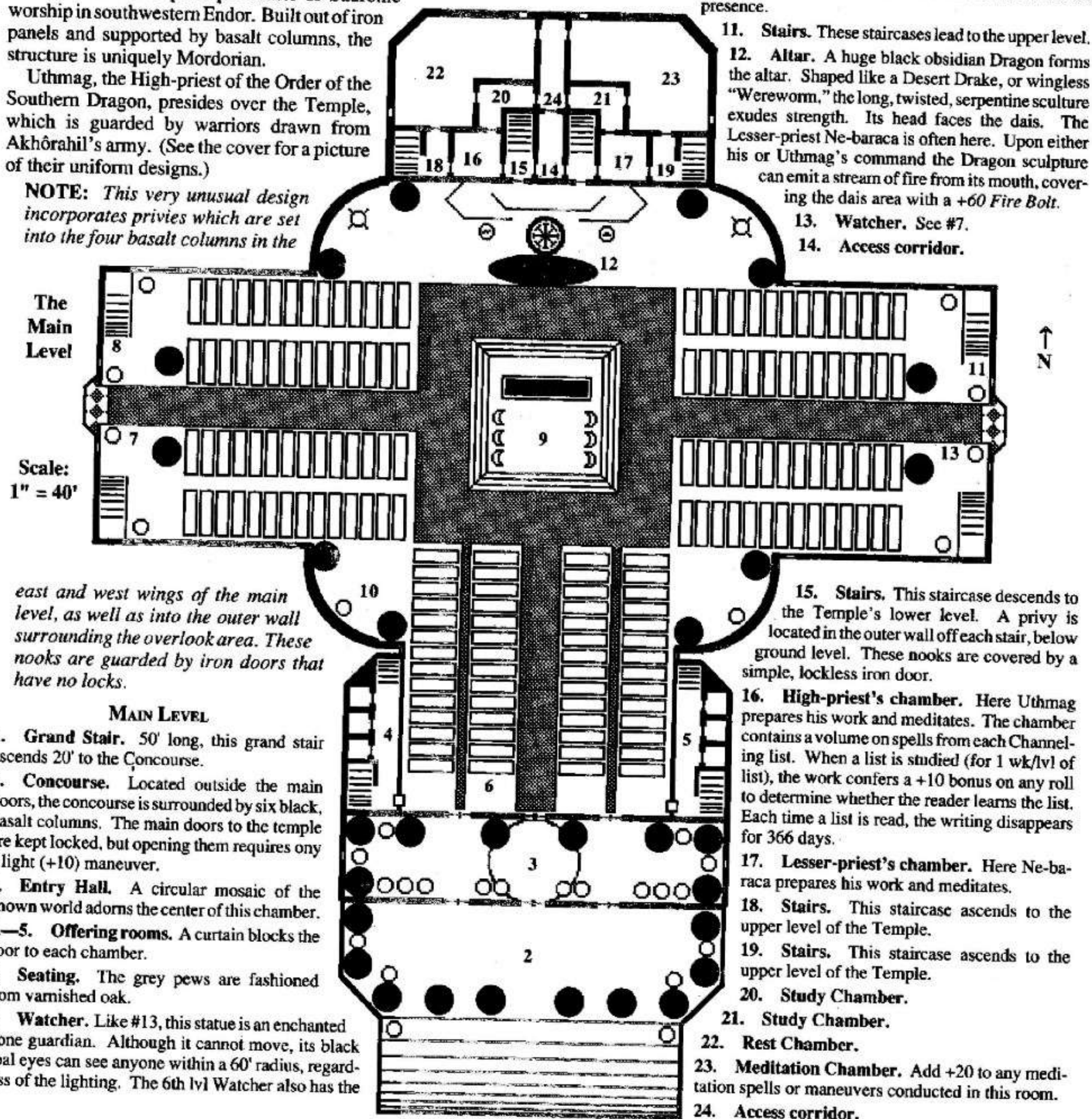
10. **Iron Golem.** Like #7, this iron statue is enchanted. Its black opal eyes can see anyone within a 60' radius, regardless of the lighting and the monster has the power to detect *Presences* within 90' (targets receive RRs). Should the Golem perceive someone, it will ask (in Black Speech): "Who comes to disturb Darkness' peace?" The proper answer is "No one." If the Golem fails to receive this answer within 1 rd it will attack the presence.

11. **Stairs.** These staircases lead to the upper level.

12. **Altar.** A huge black obsidian Dragon forms the altar. Shaped like a Desert Drake, or wingless "Wereworm," the long, twisted, serpentine sculpture exudes strength. Its head faces the dais. The Lesser-priest Ne-baraca is often here. Upon either his or Uthmag's command the Dragon sculpture can emit a stream of fire from its mouth, covering the dais area with a +60 Fire Bolt.

13. **Watcher.** See #7.

14. **Access corridor.**



MAIN LEVEL

1. **Grand Stair.** 50' long, this grand stair ascends 20' to the Concourse.

2. **Concourse.** Located outside the main doors, the concourse is surrounded by six black, basalt columns. The main doors to the temple are kept locked, but opening them requires only a light (+10) maneuver.

3. **Entry Hall.** A circular mosaic of the known world adorns the center of this chamber.

4.—5. **Offering rooms.** A curtain blocks the door to each chamber.

6. **Seating.** The grey pews are fashioned from varnished oak.

7. **Watcher.** Like #13, this statue is an enchanted stone guardian. Although it cannot move, its black opal eyes can see anyone within a 60' radius, regardless of the lighting. The 6th lvl Watcher also has the

15. **Stairs.** This staircase descends to the Temple's lower level. A privy is located in the outer wall off each stair, below ground level. These nooks are covered by a simple, lockless iron door.

16. **High-priest's chamber.** Here Uthmag prepares his work and meditates. The chamber contains a volume on spells from each Channeling list. When a list is studied (for 1 wk/lvl of list), the work confers a +10 bonus on any roll to determine whether the reader learns the list. Each time a list is read, the writing disappears for 366 days.

17. **Lesser-priest's chamber.** Here Ne-baraca prepares his work and meditates.

18. **Stairs.** This staircase ascends to the upper level of the Temple.

19. **Stairs.** This staircase ascends to the upper level of the Temple.

20. **Study Chamber.**

21. **Study Chamber.**

22. **Rest Chamber.**

23. **Meditation Chamber.** Add +20 to any meditation spells or maneuvers conducted in this room.

24. **Access corridor.**

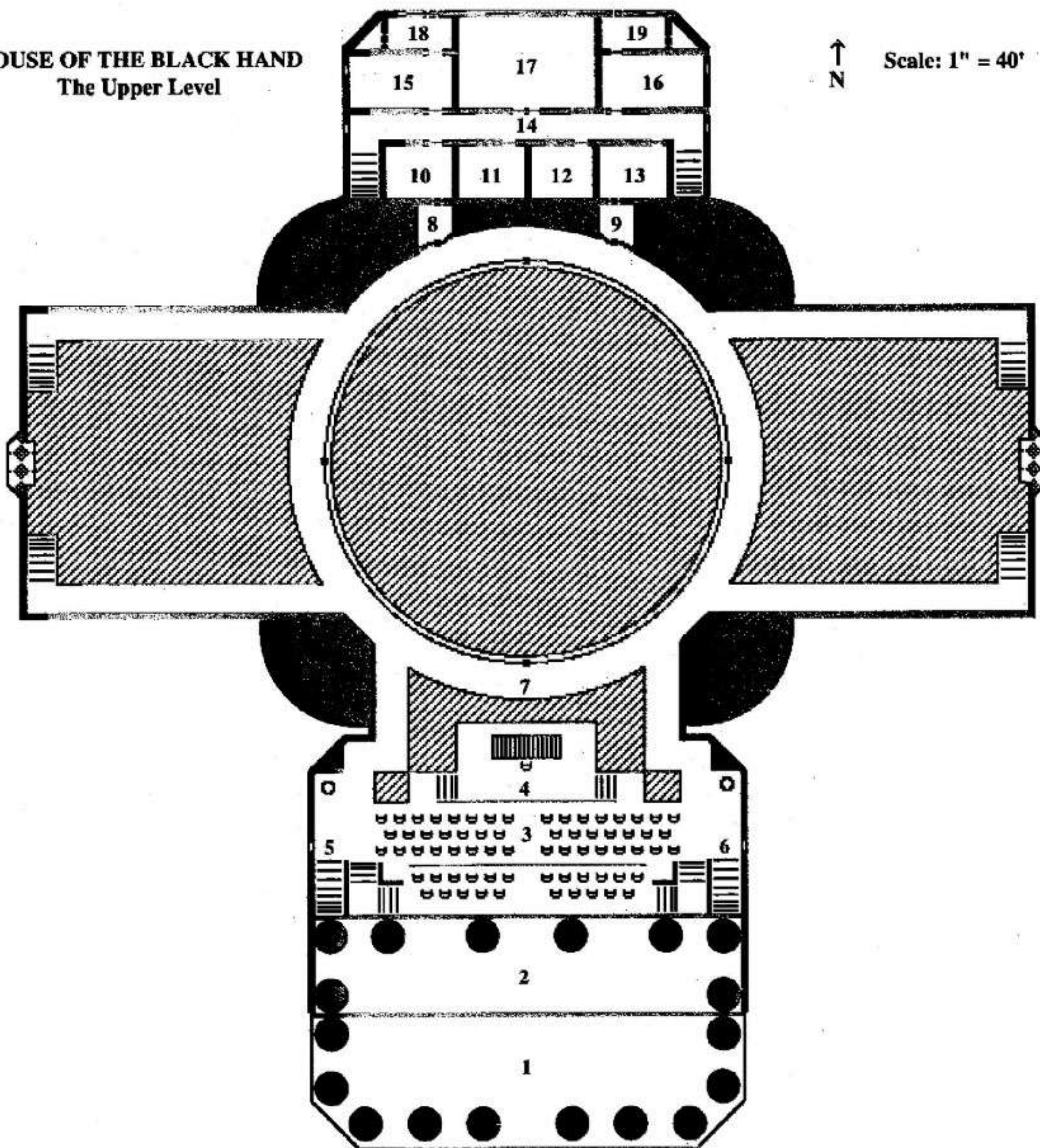
UPPER LEVEL

1. **Concourse.** 50' long, this grand stair ascends 20' to the Concourse.
2. **Foyer.** Eight great basalt columns rise through this entry area.
3. **Balcony seating.** The grey pews are fashioned from varnished oak.
4. **Drums of Agoth.** The rectangular, wooden drums are made of ebony. Enchanted, they are 6th lvl devices. When beaten, everyone in the Temple must make a RR. Those that fail fall into a meditative state until aroused or struck, or until the drum beating ceases. Neither the drummer nor the Priests are affected by the sound.
- 5.—6. **Stairs.** These steps descend to the main level.
7. **Overlook.** 2-4 guards patrol this area at all times.
- 8.—9. **Secret passages.** Permitting access between the overlook area and the rear portion of the temple's upper level, these passages are very hard (-20) to detect. They are locked and hard (-10) to open.
10. **Bath.** Like #13, this chamber houses warm and hot pools.

11.—12. Stores.

13. **Bath.** Like #10, this chamber houses warm and hot pools.
14. **Main passage.** 1-2 guards are always on duty here.
15. **High-priest's Bedroom.** Uthmag's quarters are adorned in black silk and trimmed in ebony. The door is locked and very hard (-20) to open. A +30 Mace of Elf-slaying is stored in an ebony case below Uthmag's bed.
16. **Lesser-priest's Bedroom.** Ne-baraca resides here with his Dog Duruan. When he is away, Duruan guards the chamber. The door is locked and hard (-10) to open.
17. **Feast Hall.**
- 18.—19. **Dressing Chambers.** The secret rooms in the rear are hard (-10) to detect. They are typically used to store valuable objects. At present, each contains an iron chest containing 1-100 sp, 1-100 gp, 1-100 gp in gems, a +10 ceremonial dagger with a 25 gp black opal in the hilt, and a +20 iron mace with a 50 gp ruby in the hilt.

HOUSE OF THE BLACK HAND
The Upper Level



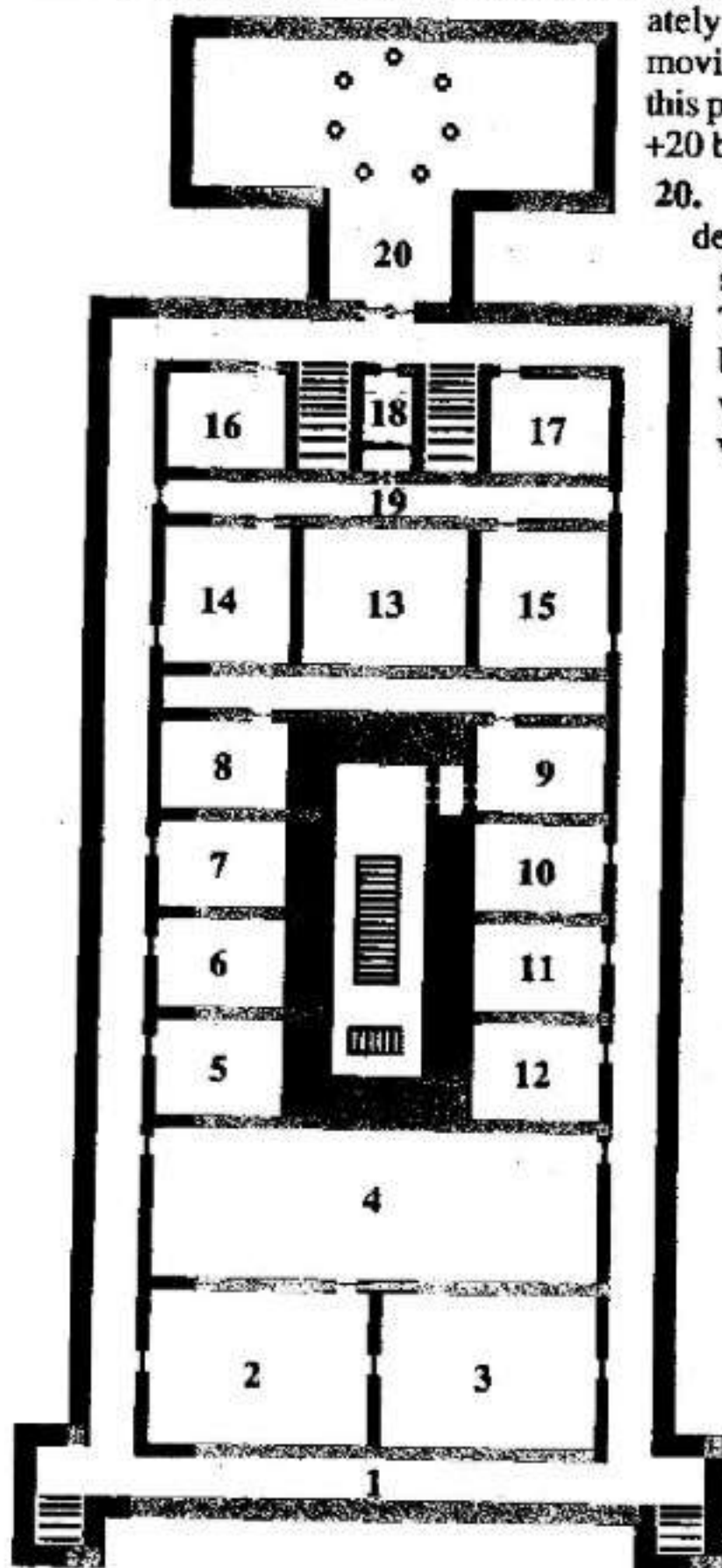
LOWER LEVEL.

1. **Perimeter Corridor.** 2-5 guards patrol this area at all times.
2. **Kitchen & Kitchen Stores.**
3. **Rest Chamber.** 1-5 guards lounge here.
4. **Eating Hall.** Initiates eat first, then the Adherents, and finally the Guards.
- 5-8. **Initiates' Quarters.** Each chamber houses six Initiates.
- 9-12. **Initiates' Quarters.** Each chamber houses three Adherents.
13. **Library.** All of the texts are scribed in Black Speech.
14. **Hall of Inquiries.** Essentially a chamber for torturing and interrogating prisoners, this room is rarely used. It is locked from the outside. The lock is medium (+0) to pick from the outside and extremely hard (-30) to pick from the inside.
15. **Treasury.** The door to the treasury is locked and extremely hard (-35) to open. Six stone chests set in the floor and topped with 300 lb stone lids hold the Temple's fortune. Each chest contains 100 mp, 300 gp, 600 sp, and 100 gp in gems. An upright iron chest in the rear corner of the room contains nine +15 spears, three +10 falchions, three +15 maces, and three +10 Daggers of Man-slaying. This chest is locked and very hard (-20) to open. Anyone fooling with the lock and failing must make a very hard (-20) maneuver to avoid being struck by a dart from the spring-operated trap set in lid above the lock. The dart delivers a +75 heavy crossbow attack. Any critical strike is accompanied by a 12th lvl nerve poison — Udra. RR failure of 01-50 leaves victim completely paralyzed for 1-10 days; RR failure of 51+ results in the victim's instant death due to nerve failure.
- 16-17. **Guard Chambers.** These cramped rooms each house nine warriors from the Army of the Southern Dragon.
18. **Guard-captain's Chamber.** Acuturion, the Black Númenórean Captain, resides here.
19. **Alcove.** A guard is always posted here. The alcove is not immediately noticeable to anyone moving by, so any attack from this position initially receives a +20 bonus.

20. **Under-temple.** The Under-temple is employed for special, private rituals. The seven golden candelabra each stand 6' in height, weigh 200 lbs, and are worth 500 gp.

HOUSE OF THE
BLACK HAND
Lower Level

Scale: 1" = 40'



11.2 ARIG'S TOMB

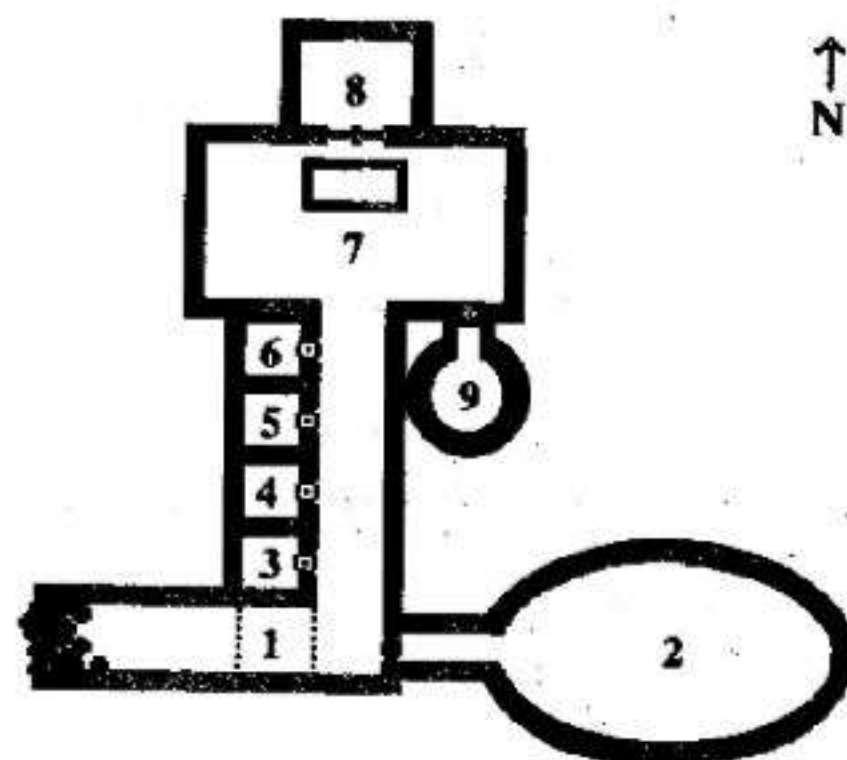
The Hill of Caves (Q. "Dol-e-Felya") forms the southern and eastern boundary of the port of Ostelor (see 9.11). Laced with with caverns, it has long been a favorite burial place for the noble Drel of the city. Arig, a hero in the wars against the Sederi, lays in one of these tombs.

Arig defeated many foes in her brief life, but none was as powerful or as cruel as the warlord Ufëa the Laughier. A servant of Ardana of Ardor, Ufëa crushed the life out of dozens of towns and slaughtered countless prisoners — all in the name of the Cult of the Dark Overlord. She ambushed and slew Arig's brother and his warriors during one of her frequent campaigns in Tumag. Afterwards, she desecrated the bodies. Arig became bitterly vengeful and stalked Ufëa's band, killing them one by one. Aside from Ufëa, his last target was Uromiel, Ufëa's daughter. The evil warlord interceded, but Arig wounded her and escaped.

In turn, Ufëa swore revenge. She bided her time and, when Arig died, she went to Ostelor and occupied his tomb. As an Arch-lich, she naturally outlived her rival. Now Ufëa plots to destroy the city Arig loved so dearly.

ARIG'S TOMB

Scale: 1" = 40'



LAYOUT OF THE LAIR

1. **Entry.** The entrance is partially blocked by fallen rock. It is a light (+10) maneuver to negotiate the debris. Two portculli guard the corridor beyond. Both are hard (-10) to lift without making noise.
2. **Meditation Chamber.** Here visitors once waited and meditated before seeing the dead.
- 3-6. **Retainers' burial chambers.** All the doors into these small rooms are locked and medium (+0) to open. Each burial chamber has an inscribed marble floor. The 300 lb marble slab covers a shallow pit where the retainer is buried.
7. **Offering Hall.** This area was originally devoted to rituals in homage to the dead. Now it is used as a meeting room where the minions of the Cult of the Dark Overlord gather to plot their fould plans.
8. **Arig's burial chamber.** Arig was once entombed here. Now Ufëa resides in the chamber.
9. **Treasury.** The obsidian door into this chamber is locked and very hard (-20) to open. Inside there is a single, 8' tall porcelain jar. The jar contains 1000-5000 gp in gems and jewels.



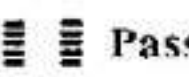

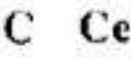







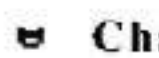

11.3 MINDO MALEZARO

Mindo Malezaro (Q. "Malezar's Tower") is located on the eastern flank of the Yellow Mountains seventy miles southwest of Blackflame, about eighty miles from Trenth. Here the Eyes of Malezar make their home. The name of this stronghold is deceiving, since the tower itself is only a hollow ruin. The 110' tall crumbling, limestone shell is all that remains of a 140' watch called Sheep Tower (P. "Kondu Manara"). Built by the Pel, it was burned by the Sederi warlord Ulugu in T.A. 1295. Its basement (see #14 below) survived, but the wooden struts and floors perished in the flames.

While he was still Lord of the Knifeless Ones, Malezar discovered that the lowermost level of the complex survived Ulugu's onslaught. He moved to the site after his corruption and fall from grace. Gathering his undead minions, he molded the subterranean halls into a formidable lair. Pel legends say that the tower ruins above are haunted, a claim that Malezar has never sought to dispel.

LAYOUT OF THE LAIR

- Entrance.** The entrance to the lair is located in a small cave. The door into the cave is only three feet wide and six feet tall. It is blocked by thick Gort vines (see 5.1) and is very hard (-20) to perceive.
- Outer Chamber.** A huge Slow-fang trap protects the outer chamber. The trap itself is easy (+20) to perceive, medium (+0) to step through safely, and extremely hard (-30) to disarm. It is triggered by a thin wire strung across the opening to the entry corridor. The string, which is known to all of the Eyes of Malezar, is hard (-10) to detect and very hard (-20) to disarm. If it is triggered, or anyone toughs the trap with 10 lbs or more of pressure, the trap will snap shut. For anyone in the chamber, it is an extremely hard (-35) maneuver to avoid being caught in the trap's grip. The trap inflicts a +75 Fall/Crush attack, a +100 Huge Bite attack, and an "B" severity Grappling critical strike.
- Boulder Obstacle.** The 5' tall limestone boulder weighs about four tons. While it may be moved from side to side, it is easier to crawl over the obstacle. There is a 4' gap between the top of the boulder and the ceiling. Unfortunately for intruders, though, 1-2 of Malezar's guards, the Eyes, are always stationed on the other side of the huge stone. A winch in the wall beyond the boulder enables them to move the rock to the side, for the boulder's underside is set into a track.
- Pit.** Hard (-10) to detect, the pit's hinged cover-stone will swing down when burdened with 200 or more pounds of weight. Anyone on the cover-stone must make an extremely hard (-30) maneuver to avoid falling into the 80' deep pit. All who fall receive a +80 Fall/Crush attack followed by a +120 Fall/crush attack inflicted by a flat stone released from the ceiling above the pit. This stone seals the victim(s) in the bottom of the pit.

KEY FOR FLOORPLANS	
 Stairs	 Door
 Passage Under	 Secret Door
 Ceiling Trap Door	 Double Door
 Floor Trap Door	 Table
 Trap	 Rubble
 Window	 Pillar
 Chair	 Trap Spring

5. Barrel Chamber. This store room is filled with large barrels full of supplies, most of which have been taken on raids.

6. Hall of the Dead. The chamber is filled with the stone sarcophagi of the Eyes of Malezar. Here Malezar's undead minions rest. Each of the forty sarcophagi contains 1-5 weapons (each has a 50% chance of being +10), 1-50 gp, 1-100 sp, and 1-50 gp in jewels. During the day there are 21-40 Wights in the chamber, while at night there are only 1-2 present.

7. Sculptured door. The entrance to the inner lair is guarded by a gilded door embellished with a bas relief of a lidless, blood-red eye in front of a white dagger. The magical Symbol bursts into flame if touched, inflicting a +50 Fireball attack on anyone within 10'. The door is unlocked.

8. Cistern. Once a reservoir for the tower above, the 80' deep cistern is now filled with unpotable water. The blocked corridor entering to the left of the door once led to a spring. Its waters could be diverted into the cistern.

9.—10. Overhangs. Here the corridor is interrupted by a 300' deep limestone chasm. A breeze flows through the cavernous chamber. To the left, there are echoing sounds of a waterfall. The spring-fed stream that falls through this cleft fills the base of the chasm to the 4' level before rushing into an impassable subterranean channel. A medium (+0) to perceive spike trap guards the corridor beyond #10. Very hard (-20) to disarm, it is set off when 200 or more pounds of weight is placed on the floor between the spring-powered spikes. Should someone get caught by the trap, which is very hard (-20) to avoid if set off, he will receive one to five +60 spear attacks.

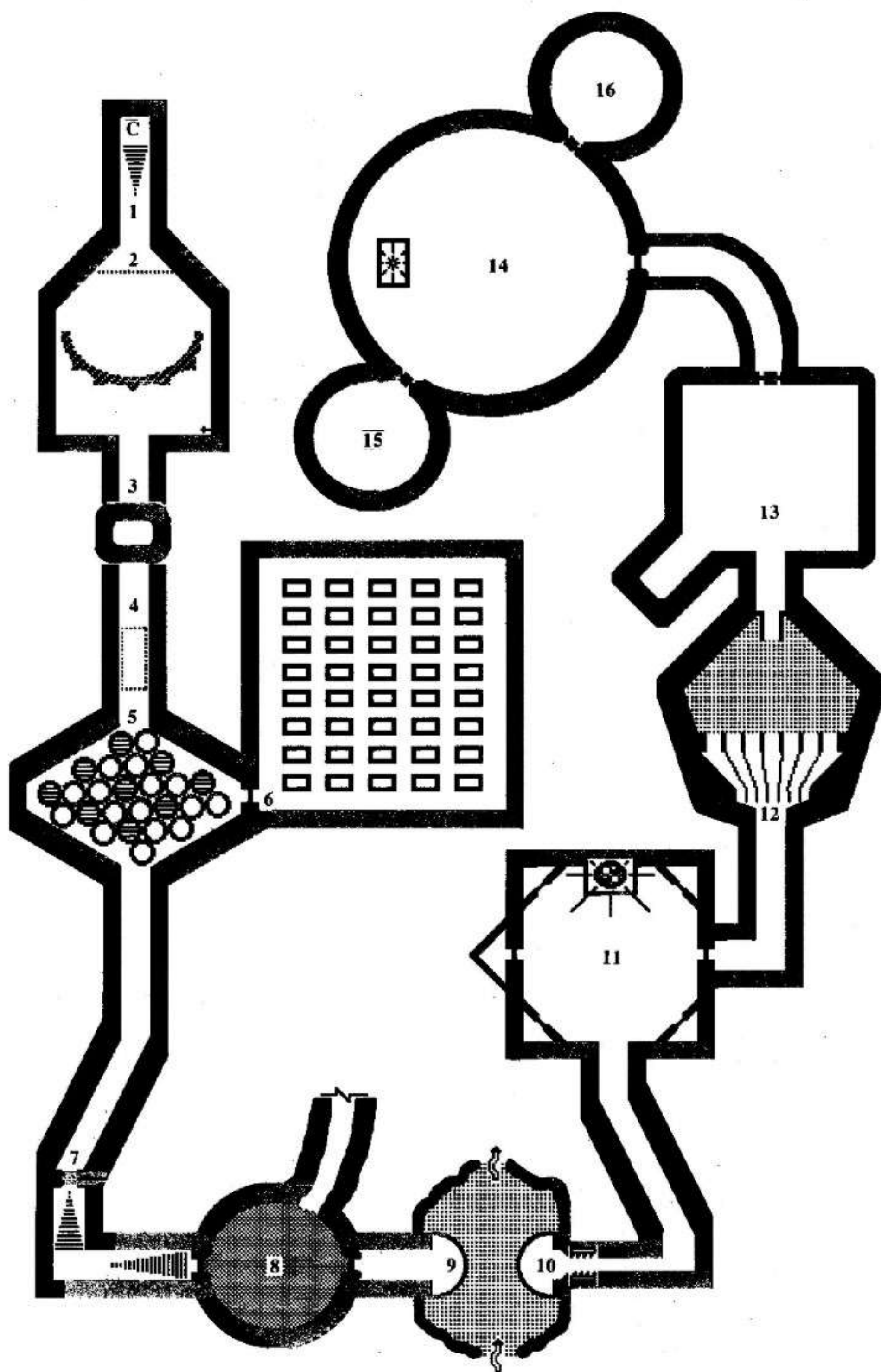
11. Malezar's Chamber. Fitted with bookshelves, the chamber serves as a library for the vampiric sorcerer. A glowing meteoric rock carved in the shape of a lidless eye sits on the huge altar opposite the entrance. Anyone touching the 13th lvl meteor must make a RR versus Essence. Should he fail by 01-50, he receives a +50 Shock Bolt attack and falls into a trance for 1-20 rds. Should he fail by 51+ he will become enslaved by the will of Malezar. Each round thereafter he will lose 1-10 Co pts. When his Co reaches 0, he becomes a Wight. When touched, the 133 lb meteorite is a x6 PP multiplier that gives the toucher a +30 bonus to all his spell attacks. There are five triangular closets in this chamber. The four corner closets each hold a Book of Sorcery containing spell runes of up to 20th lvl. One contains all the Mage/Sorcerer base lists, another all the Open Channeling lists, another all the Open Essence lists, and the last all the base Animist/Evil Mentalist lists. (There is a 20% chance a given spell rune has been used and therefore exhausted.) The fifth closet, which is situated behind the wall to the left of the entry, contains an evil +15 two-hand *Sword of Soul-seducing*. When the sword strikes a foe and delivers a critical strike, the foe must make a RR versus Essence. Should he fail by 01-50, he falls into a trance for 1-10 rds. Should he fail by 51+ he will become enslaved by the will of Malezar. Each round thereafter he will lose 1-10 Co pts. When his Co reaches 0, he becomes a Wight.

12. Slide Overhang. While larger and dry at the bottom, this chasm resembles the one described above at #s 9-10. The overhang, however, is divided into seven marble-faced slides. It is a very hard (-20) to get to the edge of the chasm without falling and sliding into the 210' deep abyss.

13. Old Prison. Now unused, this chamber once contained cells for prisoners. The bars have long since rusted away. The alcove to the left of the entry once held the strongest cell.

14. Malezar's Tomb. The entrance to the sorcerer's tomb resembles #7 above, except that the sculpture is unenchanted and harmless to the touch. The chamber contains Malezar's glowing obsidian sarcophagus. A powerful, magic, eye-shaped ruby adorns the black lid, which weighs 200 lbs. Anyone gazing at the gem must make a RR versus a 13th lvl Fear spell. Those failing by 01-30 are stunned in fear for 1-20 rds. Those failing by 31+ run in fear for 1-10 minutes, making maneuvers at -20. Anyone touching the lid without first removing the gem receives a +120 Fire Bolt attack. Removing the gem without disturbing the lid is a very hard (-20) maneuver.

15.—16. Treasuries. The doors to the treasuries are attached to bells which alert Malezar to any intrusion. These mechanisms are hard (-10) to disarm. In addition, the doors are locked and very hard (-20) to open. Each treasury contains 1-5,000 gp and 1-10,000 sp, all in gems.



MINDO MALEZARO

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Scale: 1" = 40'

11.4 TOWER OF THE HARGROG

The Tower of Hargrog (Q. "Mindo Hargrog") sits high in the bamboo forest on the eastern side of the Yellow Mountains. No roads cut through these dense woods, only a narrow trail guarded by Hargrog's deadly Slayers. It is an ideal site for the Half-troll's servants, since these assassins ride Fell Beasts when they strike out into the night. While secluded by rugged terrain, the Tower is actually a short aerial ride from Fal Carth to the north or Trenth to the southwest. The Spire of the Flame is only thirty miles to the northwest, albeit over the mountains.

The slaves who built the tower between T.A. 1401 and T.A. 1409 carved the three levels out of a granite outcropping. After severing the spur from the main ridge, they shaved the deep grey faces until they were sheer. They cut into the rock in six places, working the hard surfaces until the Tower took its present form.

The result is a squat, hexagonal hold with six large turrets. A thirty-six foot high foundation underlies the lower level and twelve feet of solid rock separates each floor. Crowned by a steeply-pitched black steel roof that houses lofts for six Fell Beasts, the Tower reaches 156' above the surrounding terrain.

ENTERING THE TOWER

The entrance to the Tower is located at the base of the northwest turret, the only turret extending down to ground level. Murder holes (machicolations) line the ceiling of the upward-sloping, 4'x9' entry passage. A portcullis blocks the way 3' into the passage. 3' beyond is the 18" thick iron door, which is locked and very hard (-20) to open. 3' beyond the door is another portcullis, this one locked and hard (-10) to raise. At last, 3' beyond the second portcullis (i.e., 12' into the turret), is the circular entry hall. Here, a spiral staircase ascends into the ceiling and up to the lower level of the Tower.

NOTE: *There is a cramped privy beneath each set of spiral stairs in the Tower.*

THE LOWER LEVEL

1. **Entry and northwest stairs.** These stairs connect the lower level of the tower with the entry hall below. They also ascend to the middle and upper levels of the northwest turret.
2. **Northeast stairs.** This set of stairs joins the lower level to the middle and upper levels of the northeast turret.
3. **West stairs.** This spiral staircase connects the lower level to the middle and upper levels of the west turret.
4. **East stairs.** These steps connect the lower level to the middle and upper levels of the east turret.
5. **Southwest stairs.** This set of stairs connects the lower level to the middle and upper levels of the southwest turret.
6. **Southeast stairs.** These steps join the lower level to the middle and upper levels of the southeast turret.
7. **Guard chamber.** This hall accommodates nine guards.
8. **Kitchen stores.** This chamber serves as storage for food and various supplies used in the kitchen. A 4'x4' window in the outer wall is fitted with a winch. Flush with the floor, this window provides a means of getting goods into the Tower by pulley. The locked iron door that guards this portal is locked and very hard (-20) to open.
9. **Greeting Hall.** This chamber is guarded by at least 2-3 warriors. Visitors who are not met here are taken to the Waiting Chamber (#11).
10. **Feast Hall.** Here the garrison and any visitors celebrate.
11. **Waiting Chamber.** Lined with bookshelves, this room serves as a lounge for Hargrog's visiting allies. (He has no guests per se.)
12. **Guard chamber.** Like #7, this hall houses nine guards.
13. **Kitchen.** Fitted with six ovens set into the walls, the kitchen is well-equipped to provide victuals for Hargrog's warriors. Smoke and fumes escape through thin chimneys that open through the walls. There is also a hole in the 12' ceiling. (See the Armory.)

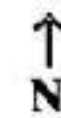
THE MIDDLE LEVEL

1. **Northwest stairs.** These stairs connect the middle level of the northwest turret with lower and upper levels.
2. **Northeast stairs.** This set of stairs joins the middle level to the lower and upper levels of the northeast turret.
3. **West stairs.** This spiral staircase connects the middle level to the lower and upper levels of the west turret.
4. **East stairs.** These steps connect the middle level to the lower and upper levels of the east turret.
5. **Southwest stairs.** This set of stairs connects the middle level to the lower and upper levels of the southwest turret.
6. **Southeast stairs.** These steps join the middle level to the lower and upper levels of the southeast turret.
7. **Assembly area.** This hall serves as an assembly area for the guard.
8. **Slayers' chamber.** Three Slayers reside here. Each keeps 1-100 gp in gems in the drawer beneath his bed, along with a +25 ceremonial *Dagger of Returning* (no range penalty; returns to thrower if he is within 100' of target).
9. **Armory.** The armory contains 120 spears, 240 scimitars, 12 light crossbows, 60 shortbows, 3 falchions, 30 maces, 2 battleaxes, and 45 hand axes. Three chests along the outer wall contain armor: 30 rigid leather breastplates (AT 9), 15 reinforced leather coats (AT 8), 3 chain hauberks (AT 16), 12 sets of chain mail (AT 15), 6 sets of half-plate (AT 19), 1 set of full plate (AT 20). A hole in the floor of the armory permits material to be brought upstairs from the kitchen stores with the aid of a windlass.
10. **Feast Hall.** Here the garrison and any visitors celebrate and partake of food.
11. **Slayers' chamber.** This chamber houses three Slayers. (See #8 for more details.) (See #8 for more details.)
12. **Guard Captains' Chamber.** Both Guard Captains reside here.
13. **Throne Chamber.** The doors to this room are locked and extremely hard (-30) to open. Hargrog sits here as Lord of the Slayers and "King of the Yellow Mountains." The chamber is surrounded by a hall where 1-2 guards are always posted on patrol. Oddly, the circular hall's outer wall is made of steel. It is fitted with listening ports and spyholes, which permit the guards to monitor activity in rooms #7-12. Hargrog's throne is made of cherry wood and inlaid with twelve 100 gp emeralds. Shaped like a Fell Beast, it is well-suited to the Tower.

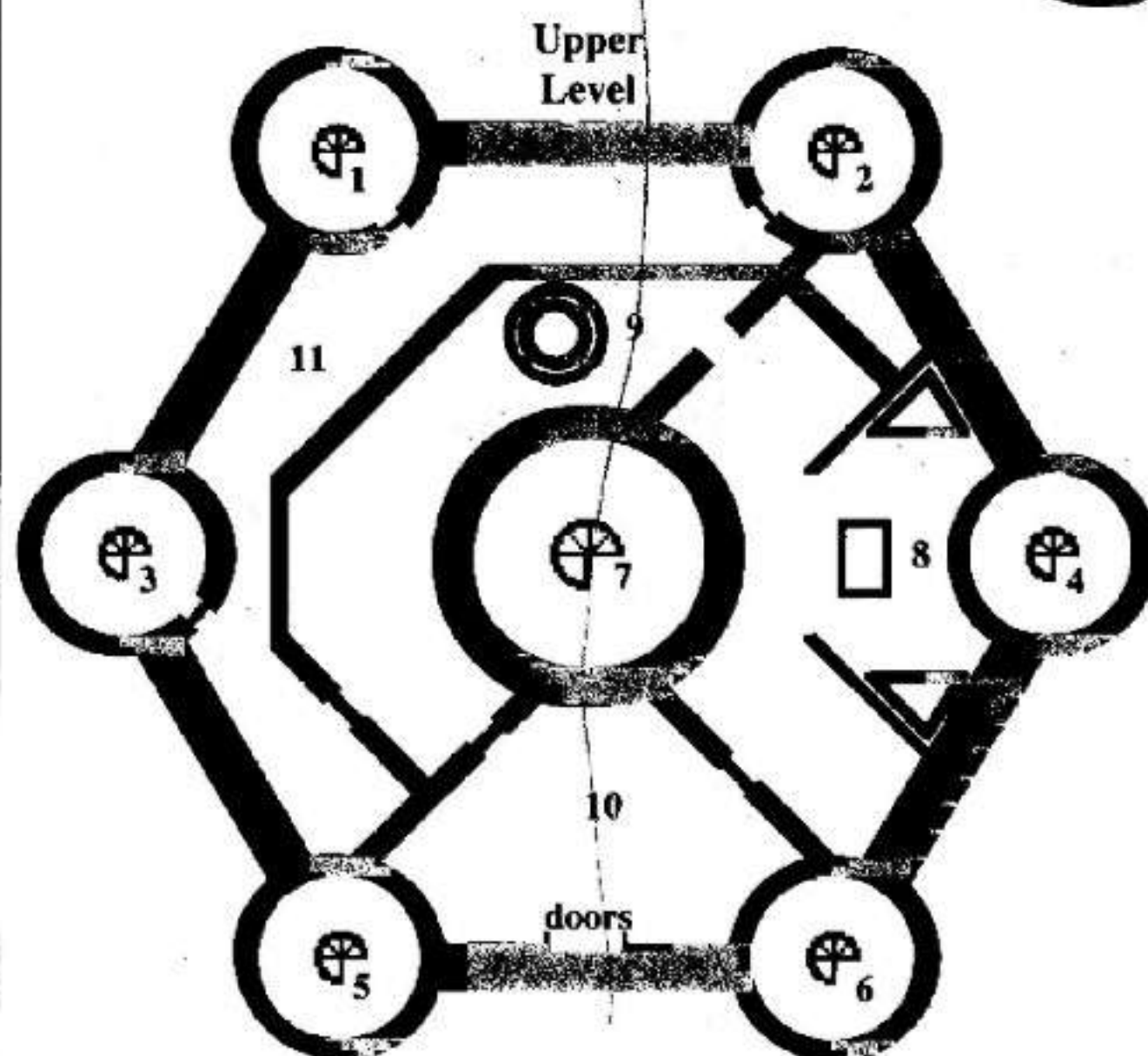
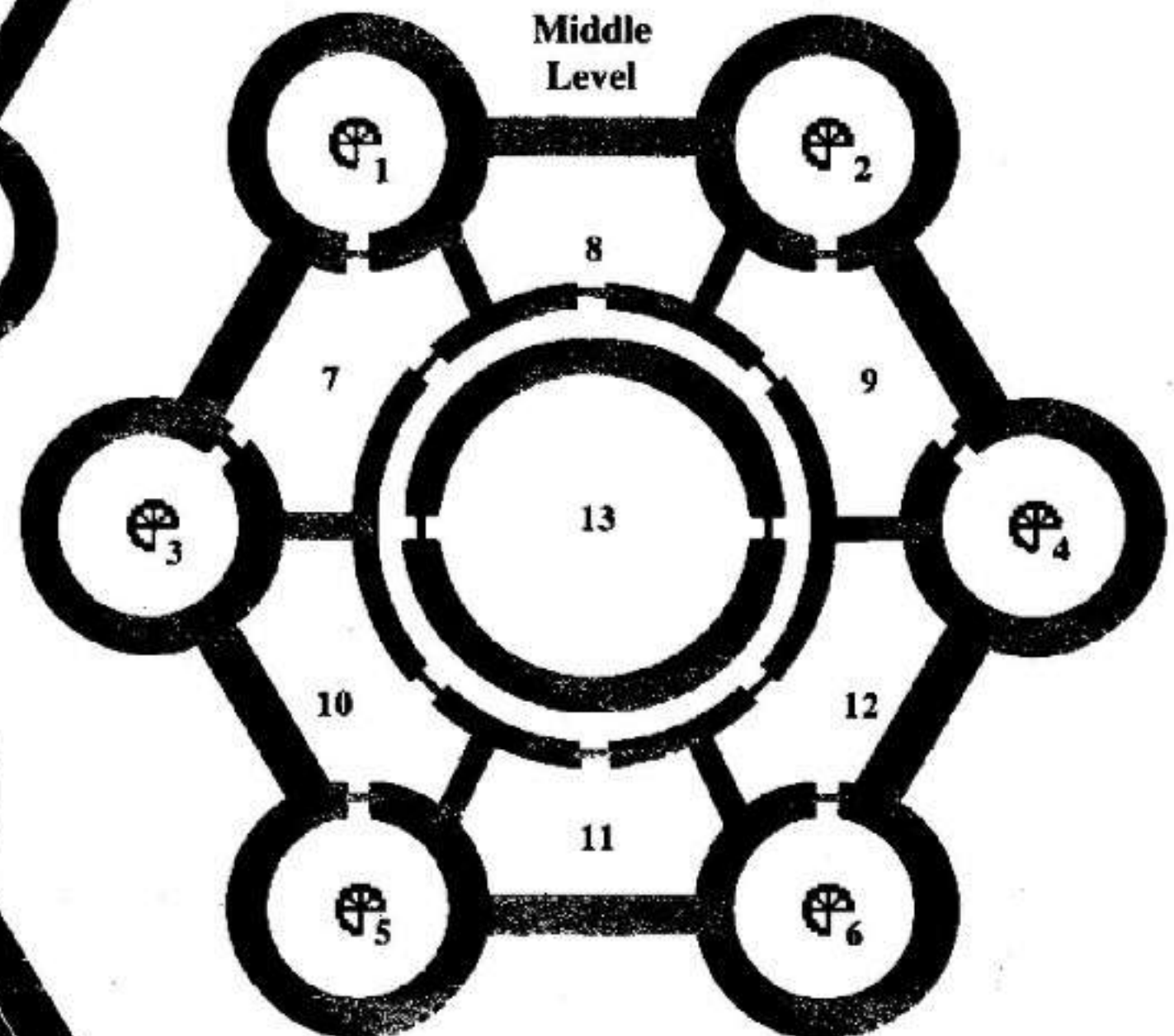
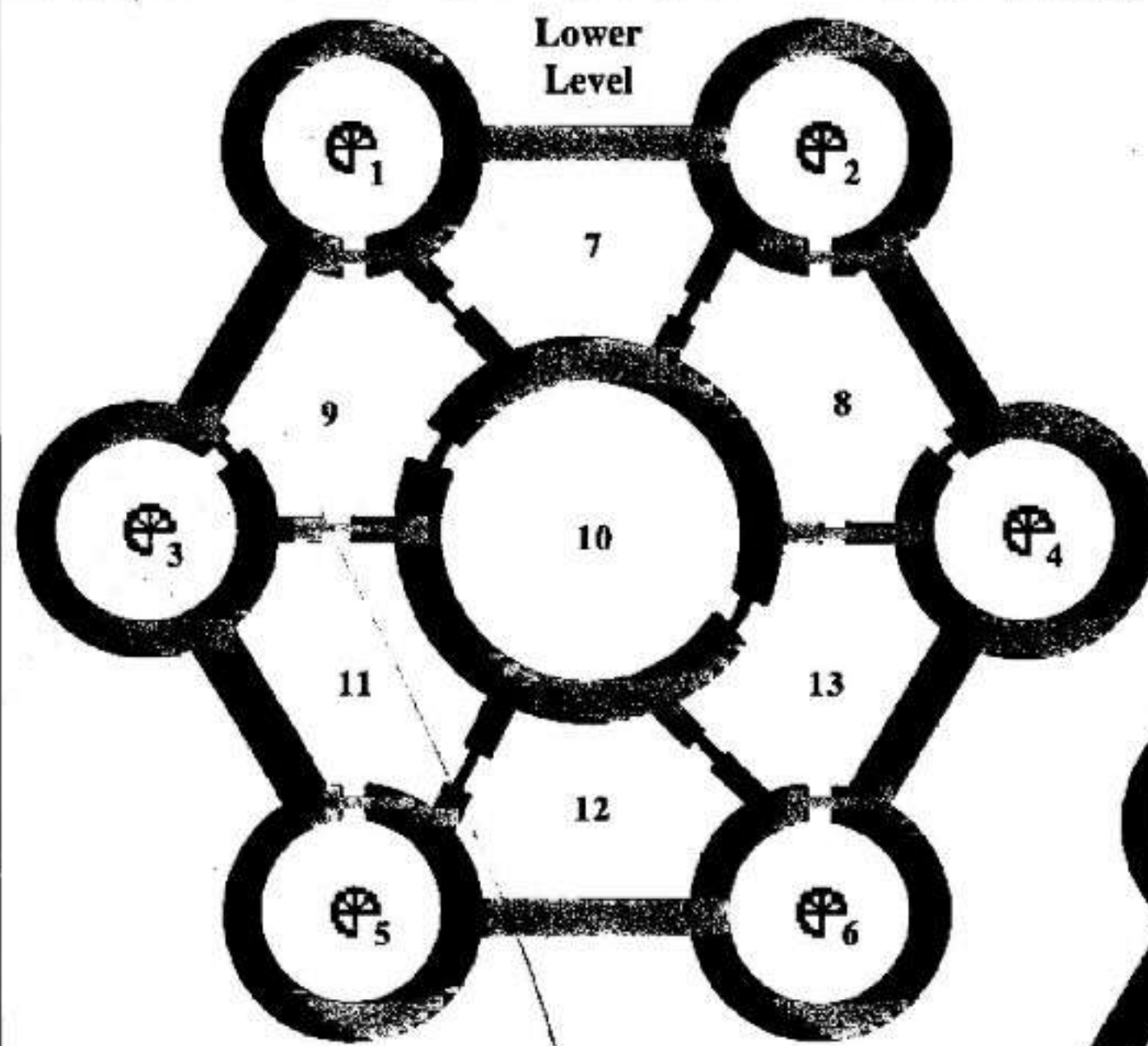
THE UPPER LEVEL

1. **Northwest stairs.** These stairs connect the upper level of the tower with the floors below. 1-2 guards are always on duty here, atop the turret.
2. **Northeast stairs.** This set of stairs joins the upper level to the middle and lower levels of the northeast turret. A guard is posted atop the turret.
3. **West stairs.** This spiral staircase connects the upper level to the middle and lower levels of the west turret. A guard is posted here, atop the turret.
4. **East stairs.** These steps connect the upper level to the middle and lower levels of the east turret. 1-2 guards are stationed atop this turret.
5. **Southwest stairs.** This set of stairs connects the upper level to the middle and lower levels of the southwest turret. A guard is posted here.
6. **Southeast stairs.** These steps join the upper level to the lower and upper levels of the southeast turret. 1-2 guards always keep vigil atop this turret.
7. **Stairs to the roof lofts.** These steps ascend to the lofts where the Slayers' six Fell Beasts reside.
8. **Hargrog's Bedchamber.** The Half-troll warlord resides in a large, vaguely diamond-shaped chamber. His bed is located close the center of the room, flanked by two steel walls. The locked steel door into this room is very hard (-20) to open. Hargrog keeps his treasure in two triangular, cherrywood chests. The one to the north of the room contains 300 gp, 1200 sp, and 400 gp in gems and jewels. The chest to the south contains a pair of +30 throwing maces (range 100', no penalty), a pair of +15 *Flails of Horseslaying*, and a pair of *Boots of Traceless Passing* (whenever the wearer desires, the boots make no sound and leave no prints). Hargrog keeps his two +20 *Spears of Following* under his bed. When cast at a target

TOWER OF THE HARGROG



Scale: 1" = 40'



within 200' (no range penalty), the spears will follow the target, negating any cover he might seek. (For more on Hargrog, see 7.26.)

9. Control Cistern. Replenished by the plentiful rainfall runoff from the steel roof above, the cistern serves as a reservoir of water. Four levers on the upper edge of the stone lip enable the garrison to direct the water from this repository into secondary cisterns carved out of the walls below. Each chamber in the Tower has a faucet that taps one of these secondary cisterns.

10. Udom's Chamber. Hargrog's huge Fell Beast, Udom, resides here. A pair of steel doors set into the south wall enable the creature to get in and out of the Tower with ease. These doors have no locks.

11. Guardwalk. 2-3 guards are always stationed here. They keep watch on the walls and ground below.

11.5 LAIR OF THE BLACK DOGS

The Black Dogs utilize a number of small, secluded strongholds. (See 7.24 for more on the Black Dogs.) Most are located in ruins or abandoned structures, places where the superstitious might fear to tread. Like all of the minions of the Shadow, these vile murderers twist local tales according to their needs.

Some of these lairs appear in or near towns. The following, the "Lair of Esapel" (P. "Malalo-ya-Esapel"), is actually situated south of the city of Arpel. Only a mile east of Derei's fortress at Lightning Head, it is a boldly placed site. Here, the Black Dogs employ a tomb to shroud their abode.

ENTERING THE LAIR

A trail passes east of the entrance to Esapel's Tomb (P. "Caburi Esapel"). While not particularly well-worn, it is occasionally used by hunters from Lightning Head or Young-axe (to the east). (See the color map of Arpel for the location.)

The tomb itself lies about fifty feet away from the path and faces vaguely to the west. It consists of a pyramidal grey granite building inscribed with Pel funereal symbols. A single brass-inlaid steel portcullis guards the only chamber. This locked door-grate is hard (-10) to open and has peculiar, diagonally-arranged bars.

An open, empty sarcophagus occupies the chamber. Scattered bones litter the room, making the tomb appear like it was looted about a decade ago. Beyond the sarcophagus is a pair of brass and steel doors. Ostensibly ceremonial, they look like the false doors which are symbolically placed in many ancient Pel tombs. These

doors depict the entrance to the "Next World," and the design is still widely-used even though the Pel now generally burn their dead and place them in great jars.

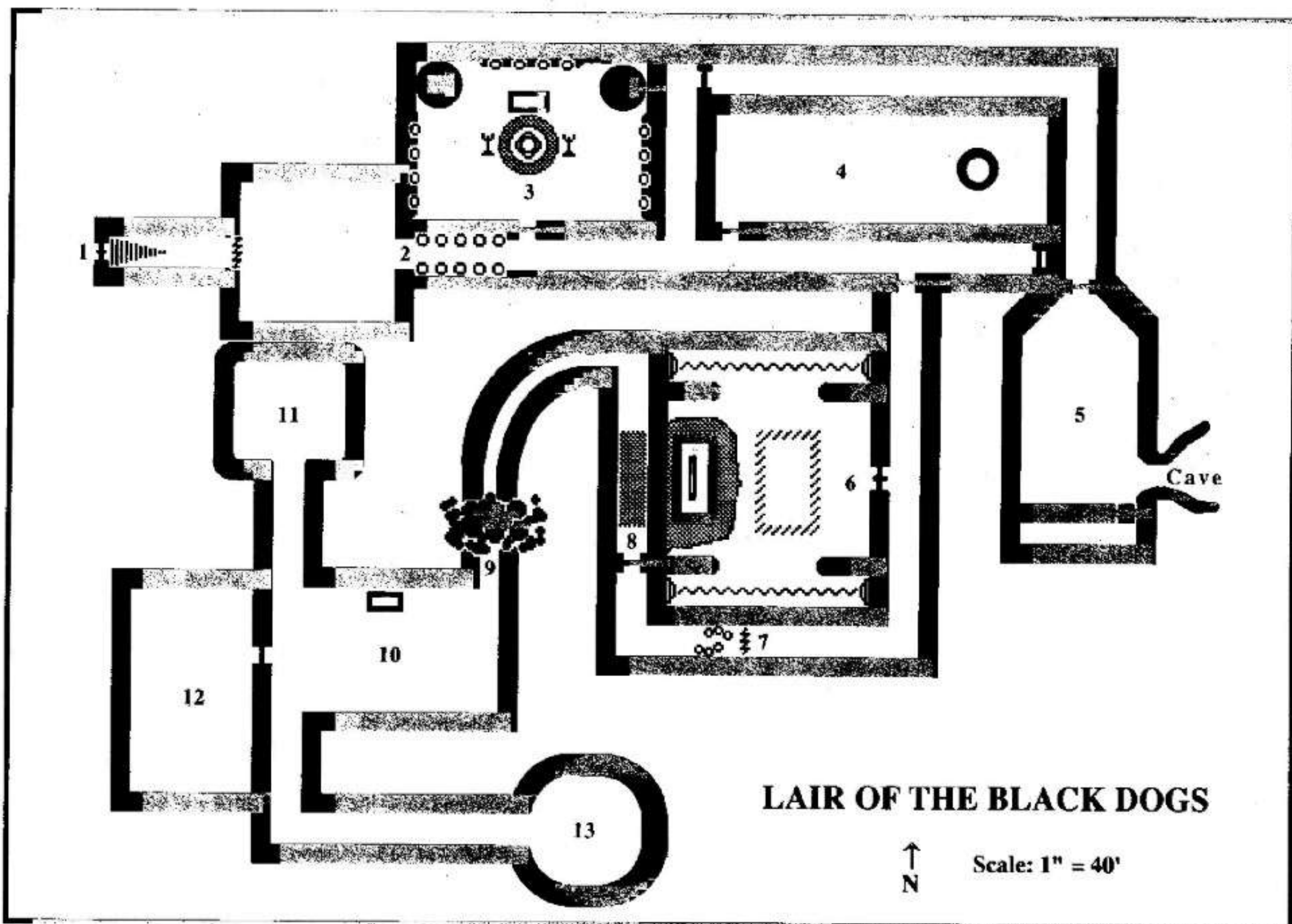
In reality, though, the doors are functional and constitute the entryway into the lair below. Their true nature is very hard (-20) to perceive.

LAYOUT OF THE LAIR

1. Double doors. Built of solid, brass-inlaid steel, the outer doors are nine inches thick. They are locked and extremely hard (-30) to pick. If forced or improperly opened, they prime a trap in the stairs just inside the lair. Once set, this trap is very hard (-20) to perceive or avoid. There are twenty narrow, limestone steps descending into the lair and, if the trap is set, anyone (weighing 100+ lbs) setting foot on the eleventh through twentieth step sets off the trap. Then the staircase will suddenly slide into the south wall, revealing a 60' pit below. Those caught on the stairs will fall into stream-filled pit, receiving a +30 Fall/Crush attack before they are carried off through a subterranean channel that empties into the river Usíra to the northwest. It is hard (-10) maneuver to swim against the flow of the 8' deep stream. Such a maneuver is critical in light of the fact that there is no air in the channel.

The corridor below the stairs leads into a square entry hall. A curtain of metal chimes blocks the doorway into this room, which is always guarded by 1-2 Black Dogs. Passing by the chimes without disturbing the guards is a medium (+0) maneuver.

2. Echoing Colonnade. The ten enchanted columns flanking the hallway beyond the entry hall magically capture and magnify any sounds made in corridor. These noises then echo through halls of the lair. It is a hard (-10) maneuver to pass through the colonnade without making a noticeable sound.



3. Chamber of Ceremonies. This shrine to the Dark Overlord is essentially a Sauronic temple. It contains twelve stone chairs, one for each of the Black Dogs who reside here. The visiting High-priest is accorded a throne at the center of the room. Two candle stands and a rectangular altar surround the throne. Each of the stone chairs is fitted with a hidden compartment that is medium (+0) to perceive. These unlocked compartments contain +15 black steel ceremonial daggers. With blades shaped like the tongue of Desert Drake, these daggers are only used for ritual assassinations. They add +12 to the wielder's ambush skill. If struck by these 6th lvl blades, a victim must make a RR. Failure results in 1-10 rounds of blindness.

4. Barracks. Aside from the Dark Captain, all of the resident warriors reside here. There are 11 ebony sleeping pallets in the chamber. A well (tapping the stream described in #1 above) provides water for the garrison.

5. Armory. The armory door is locked and very hard (-20) to open. Equipment for 60 warriors is stored inside the main room. The equipment includes 45 shields, 15 target shields, 45 chain shirts (AT 13), 15 breastplates (AT 19), 90 open-face helmets, 60 scimitars, 120 daggers, 30 shortbows, and 180 arrows. An opening in the southeast wall of the chamber leads to an empty, mile-long cavern complex. A secret door in the south wall near the cave entrance leads to a narrow chamber. Hard (-10) to perceive and very hard (-20) to open, this room contains twelve +15 falchions, six sets of +15 chain mail (AT 15), six +10 shields, six +5 helms, six +10 spears, and six sets of +5 *Boots of Agility* (confer +5 Ag bonus for moving maneuvers using feet).

6. Meeting Hall. The brass and steel double doors into the chamber are locked and very hard (-20) to open. A guard is usually (01-80) posted inside the room. Adorned with a mosaic floor and flanked by two curtains, this chamber serves as the planning area for the Black Dogs' plots. The curtains are essentially ultra-detailed woven maps of the northern and southern Dominions. A pool surrounds the stone chest that contains the written plans of the group. The stone chest is locked and extremely hard (-30) to open.

7. Red Chimes. Another curtain of metal chimes blocks the corridor. Colored red, these chimes are covered with thin needles coated with Trusa venom (see 5.2). Anyone touching the chimes without successfully making an extremely hard (-30) avoidance maneuver receives 1-5 injections. Passing by the chimes without making a noise is a medium (+0) maneuver. There is, however, a red draw chain subtly hanging against the wall to the right of the chimes. It is hard (-10) to perceive. When pulled, it opens the curtain. A corresponding chain hangs on the other side of the obstacle.

8. Ceiling trap. Beyond the unlocked door in the corridor is a discolored rug. The floor below the rug is untrapped; however, if 100+ lbs of weight are placed on the floor to either side of the rug, a trap set in the ceiling is released. Counterweighted, the hydraulically-powered trap consists of an array of nine swinging blades that sweep the corridor twice (i.e., forward and back). Anyone caught on or beside the rug receives one to two +90 two-hand sword attacks. It is a very hard (-20) maneuver to avoid the first sweep and a hard (-10) maneuver to avoid the second sweep. After the second pass, the trap resets.

9. Blocked corridor. A cave-in blocks the lower three feet of the passage. It is an easy (+20) maneuver to negotiate this obstacle.

10. Feast Hall. This chamber accommodates most meals.

11. Dark Captain's Chamber. Lined with bookshelves, this room serves as the Lord's bedroom. The sparse decor typifies the Black Dogs' austerity. A chest beneath the wrought-iron bed contains a +10 *Cloak of Hiding* with a hood that acts as a full helm, a pair of +15 *Boots of Stalking*, a +20 *Death Mace* that strikes as a flail and marks its victims with a black tattoo of a dog with a single lidless eye.

12. Kitchen & Stores. Contains preserved rations for 100 weeks.

13. Treasury. The black steel door to this chamber is locked and sheer folly (-50) to open. Inside there are four iron chests, each attached by a chain to the far wall. The chain is made of Dwarven adarcer, a +15 iron alloy. Any weapon with a lower bonus will fail to cut the chain (01-40), dull (41-70), or break (71-00) if it strikes these links (subtract 1 for every +1 bonus on striking weapon). Each chest contains 100-1000 gp in gems, 100-500 gp, and 100-1000 sp.

12.0 ADVENTURES

The following adventures provide fine starting points for campaigns set in the Seven Lands. Each is associated with a specific site described in Section 10.0 or 11.0 and each takes place during a different period in the Dominions' history. Naturally, the GM should feel free to alter the plots, characters, and/or settings to suit his game.

12.1 THEY ARE THE CHANGERS

Setting: The monastery of Eregost in the southernmost foothills of the Yellow Mountains. (See Sections 7.32 and 10.4.)

Requirements: A moderately strong party skilled in the arts of stealth and schooled about the nature and dangers of lycanthropes.

Aids: Aslic's map of the ground level of the monastic stronghold.

Rewards: Half of the Treasures of Ereg Eiren, a vast hoard of gems, jewels, and coin.

THE TALE

Two months ago, Lonkuran the Herder brought his impoverished family and their ailing goat herd through the Aeluin Crossing and into the southern foothills of the Yellow Mountains. There, he erected a camp amidst the fine grazing lands near the Aeluin Spring. The good grass, sweet water, and gentle summer offered the herdsman's brood a pleasant opportunity to rebuild their lives.

Tragedy struck two weeks later when a pack of huge grey-blue wolves attacked the encampment. Lonkuran's son Lomiran and wife Hylee perished in the fray. His daughters Loris and Hyris disappeared. His herd scattered, but most of the goats died before covering much ground. Between the flight and the slaughter, nothing remained of Lonkuran's flock.

A few days passed before Lonkuran regained enough strength to walk toward a settlement. Slowly, he struggled eastward, making his way along the Pel Road to Orp Angwi. During the first night on the highway, though, he encountered his eldest daughter in a bizarre incident that left him partially blind and infirm of mind.

While crossing a roofed, stone bridge Lonkuran spotted a great wolf in the roadway and braced his spear as the animal charged. The beast impaled itself as it leaped upon the tired goatherder, crashing to the pavement as a lifeless corpse. A claw tore Lonkuran's right eye apart, but he survived the assault and staunch his wound. Turning toward the fallen wolf, he saw the creature transform into the dead body of his daughter. Lonkuran realized that he had slain his oldest surviving child.

Crazed, the herder tried to bury his beloved Loris. He cut a hole in a nearby Gumumiti tree and prepared to seal her away, only to discover that Loris' body had disappeared. Lonkuran fell, weeping and exhausted, beside the road.

A trader called Garin Lar found the herder the next morning and took him Orp Angwi. Lonkuran recovered from his wounds within a week and, seeking word about the nature of his daughter's demise, booked passage to Arpel. Now he hopes to enlist the aid of some stalwart adventurers in order to recover his younger daughter Hyris.

THE NPCs

The Master Ikûr and the High-priest Ne-eslem keep Hyris as their prisoner in Eregost. Ikûr plans to wed the young maiden, who he has already infected with his accursed disease. The more powerful Ne-eslem, however, is concerned about his compatriot's feelings.

Like the monks that adhere to Ne-eslem's fiercely Drel preachings, both of Eregost's leaders are lycanthropes: Werewolves, or Wargs, of astounding power. Each of the pair has the power to change form at will, shedding their magical garb and assailing their enemies with the strength befitting a great Warg. They are dangerous and utterly without compassion, particularly when in Wolf-form.

The High-priest teaches his followers that the Elves and Valdacli threaten their lives and their culture. Claiming that lycanthropy is the natural state of the "Anointed" or "Chosen" Drel, he advocates war. Still, until the Monks of Ereg Eiren grow in strength, Ne-eslem realizes that his minions must be content to sow the seeds of discord by terrorizing the surrounding country, disrupting trade, and pressing others into a life of constant shape-changing and never-satiated carnivorous bloodlust.

THE TASK

Lonkuran is staying at his aunt's house in the New Limits of Arpel. His lodgings are only a block away from the gate facing the Usfra bridge. He spends most of his time in taverns, however, attempting to find a party willing to enter the monastery at Eregost. Ek-bico, a young barboy from the Red Sloth (Lonkuran's favorite haunt), assists him in his quest by quietly passing information around town and arranging meetings between the herder and prospective adventurers.

Lonkuran has employed only one group to date. Their expedition failed when they attempted to interfere in a robbery perpetrated by members of the Society of Derei. All but two of the eight-man party died in the melee, which transpired only ten miles west of Arpel.

Now Lonkuran seeks another group to rescue his daughter. If they have no mounts of their own, Ek-bico will provide them (medium) horses. They must travel westward along the Pel Road to the point where the highway becomes the Drel Way. Then the party needs to ride ten miles southward across some tall, grassy hills, all the while avoiding detection in the face of the Monks' careful watch. Once at Eregost, the group will have to continue to remain unnoticed, lest they succumb to an ambush or panic the garrison into killing Hyris.

Finally, the adventurers must penetrate the monastery's defenses and descend into the Lower Halls. Hyris is held in the Strongroom (LH #12). Lonkuran asks that she be rescued or, if she has suffered her sister's fate, that she be cured or put out of her misery.

Eregost's treasures are housed nearby, notably in the Treasury (LH #17) and the Lair of Webs (LH #15). More valuables rest in the Armory (SS #6), the Trophy Room (SS #12), and the Gallery (SS #27) on the Second Story. Lonkuran wants half of this treasure as compensation for his considerable losses, as well as payment for the information he provides the adventurers.

NOTE: *Ne-eslem keeps a potion that acts as an antidote to lycanthropy in the Infirmary (#19) on Eregost's Second Story. The silver, orb-like decanter contains 2 doses of this precious golden liquid, which is called Mawitu Asali (Dr. "Wolf Syrup").*

AIDS

Lonkuran possesses some very valuable information concerning the Monks of Ereg Eiren and their stronghold. While in Orp Angwi, he secured a map of the ground level of the monastery and, after moving to Arpel, he confirmed his suspicions regarding the nature of Eregost's residents. Lonkuran knows that both Ne-eslem and Ikûr suffer from lycanthropy, as do most or all of their followers.

12.2 WALK UP THE BLACK STAIR

Setting: Cor Minyadhras, the exalted meeting place of the Valdacli situated atop the legendary Black Spire. This site is located at the base of Minyadhras, the last mountain in the Orolanari. (See Sections 8.12 and 10.9.)

Requirements: A strong group capable of stalking, climbing, and discerning dangerous traps and magical symbols.

Aids: A magical facsimile of one of the seven Valdaclian Star-rings.

Rewards: 700 gp in gems (seven 100 gp emeralds), with the possibility of another 700 gp in jade.

THE TALE

Seregul, the Lord of southern Pel, has allied himself with two potent factions, both of which oppose Valdaclian dominance in the Seven Lands. He hopes to depose the other six oligarchs and make himself King of the Dominions. His two allies, the Servants of the Real Fire and the Eyes of Malezar, hold no great love for Seregul, but they are willing to work with him until they are better positioned to strike out on their own.

Seregul's alliances are quite secret, although there are questions concerning his commitment to the Council of the Seven. The other Valdacli need his support and refuse to shed their loyalties without firm evidence implicating their companion. Seregul exploits their disunity and apparent gullibility.

Recently, though, Lord Araphor spoke with Arthrazoc regarding her concern over Seregul machinations. She convinced Arthrazoc that Seregul might be harboring enemies of the Council. At first Arthrazoc balked, but upon further deliberation he decided to carefully assess Seregul's maneuvers. Soon afterwards he discovered that one of his Pel Warlords, En-opcapi of Orp Muva, was receiving funds from a moneychanger in Orp Angwi. Now Arthrazoc realizes that his neighbor exerts strong influence over the other Valdaclian courts. He also knows that Imrazôr III and Daroc are close friends and supporters of Seregul, and that their influence will keep the Council from acting forcefully.

Arthrazoc wants Seregul followed, but he fears enlisting his own minions, or even those of the other oligarchs. Thus, he carefully seeks aid from outsiders. He plans to offer a 700 gp reward for any physical evidence of Seregul's plans. Should such evidence lead to Seregul's conviction before the Council, he will award the responsible group an additional 700 gp.

THE NPCs

Seregul is one of the most powerful individuals in southwestern Endor. A tall warrior from a virtually pure (Black) Númenórean bloodline, he rarely loses any struggle and has never lost a single combat. His dog Mûagar keeps most of his enemies at bay.

Two scouts, Oric and Imralion, accompany Seregul and Mûagar on the oligarch's trip from his home in Orp Angwi to the wondrous pinnacle called the Black Spire. Both are capable fighters. Oric is better with a sword, since Imralion is actually a ranger. Unbeknownst to Seregul, Imralion is also a Gark. (See 7.43 and 8.4.)

THE TASK

The party must trail Seregul and his companions until some evidence of the oligarch's treacherous activity avails itself. This is a difficult task, since Seregul often travels at night with a small group of elite compatriots. Such is the case in this adventure, for Seregul plans to journey to Cor Minyadhras with only his dog and two scouts at his side.

Once at the Black Spire, Seregul will leave his two guards at the base of the rock. He will then climb the Black Stair and enter the hallowed circle where the Council of the Seven conducts their meetings. There, he plans to place six powerful (49th lvl) mithril

plates bearing invisible *Symbols of Pain* on the seats assigned to the other members of the Council. Using these devices, he hopes to capture or slay the other oligarchs at their next appointed meeting.

The group must somehow get by Oric and Imralion and reach the summit of the Black Spire without Seregul learning of their presence. They have a choice of letting Seregul finish his work and leaving or of trying to observe his every move. In the former case, they can remain safe and use the key provided by Arthrazoc to enter

the Black Stair after Seregul departs. They risk missing the crucial act leading to the evidence, however, and they must open the White Stone themselves. The party will also undoubtedly lose track of Seregul himself.

As for the latter approach, the group risks an immediate confrontation with Seregul, Mûagar, and the two scouts. Even if they survive the fray, they may reveal their original purpose, betraying Arthrazoc's hand.

Aids

Arthrazoc has provided the group with a facsimile of one of the seven Valdaclian Star-rings. Enchanted for only seven weeks, this ring will open the door at the base of the Black Stair only once. The device is keyed to a brooch shaped like the Flower of Arpel (see the Arpelian flag on the color map of the city) which Arthrazoc confers on one of the group members and, without the brooch, the Star-ring is useless.

12.3 IMRAZÔR'S CRUEL CACHE

Setting: Arvarien's Maze beneath the Watch at Unulló, on the mainland near the Drel city of Ró-molló. (See Sections 9.12 and 10.2, as well as the color map of Ró-molló.)

Requirements: A moderately strong group capable of dealing with complex locks and working effectively without need of spells.

Aids: A brief chapter on the history of Imrazôr I's last days as King of Mirëdor.

Rewards: The entire Treasure of Imrazôr I.

THE TALE

Seven weeks before his suicide in S.A. 1709, Imrazôr I of Mirëdor placed his treasure in the maze complex beneath the innocuous Watch at Unulló. Childless, the insane King of Mirëdor hoped to deny his jealous heirs of the prize bequeathed to him by his mother. Few discovered the existence of such a treasure during the ensuing centuries, and all three of the groups seeking the cache in its proper location perished in Arvarien's Maze before Ar-Pharazôn exacted revenge on the upstart Kingdom of Mirëdor.

When the Númenórean monarch's soldiers destroyed the Monastery of Unulló in S.A. 3263, they Imrazôr's library. All traces of the treasure disappeared except a brief chapter on the last fourteen days of Imrazôr I's tortured life. This passage ended up in a scroll recovered by the Fuinar and delivered to Terilaen's court in Valagalen. It was stolen during the middle of the Third Age.

Anyone reading this work, which was written in Tengwar, will discover that Imrazôr left a fine legacy and that the treasure never departed from Unulló and was never destroyed. The Watch at Unulló survived the Númenórean attack and Arvarien's Maze still spreads below the demure tower.

THE OBSTACLES

There are no true NPCs in this adventure. Instead, traps and iron golems serve as guardians of the cache. The maze itself acts an additional deterrent.

Six of the original seven false treasures also remain in Arvarien's Maze. Each contains what appears to be 5000 gp in jade figurines, as well as 5000 gp in gems and an assortment of fifty - 20 weapons (10 spears, 10 axes, 10 maces, 10 composite bows, and 10 short swords). The weapons feel like +20 artifacts until they forcefully strike an object. All of the gems and jade figures are housed in rectangular teak and cherry boxes (10 for the jade, 20 for the gems). The 50 lb boxes are hard (-10) to open. It is very hard (-20) to perceive the fake nature of these purported riches.



THE TASK

The task is simple: to recover the treasure with minimal losses. To begin with, the party must travel to Ró-molló and cross the water to the peninsula north of the island city. There they must enter the Watch at Unulló and descend into the Maze. Only one of Imrazôr's retractable steel rope ladders remains tucked in a nook beneath the circular floor. Like the round opening to the shaft connecting the main level of the Watch to the Maze below, this nook is extremely hard (-30) to find. The marble-covered plate will descend seven inches and slide into the adjacent floor only if three, adjacent star-shaped buttons hidden in the mosaic are pressed simultaneously.

Once inside the maze, the party must negotiate the bewildering passages and avoid being killed by the golems. The golems only attack if someone places fifty or more pounds of pressure on the floor within 7' of their position. This triggering device is very hard (-20) to discern.

If the group succeeds in finding the real treasure, they can get out of the maze by returning to the ladder or by slipping through the ceiling exit above the Jade Head that holds the proper key.

AIDS

Other than the story unveiling the treasure's existence and location, there are no aids. As for acquiring the historical passage, the group could encounter the information in a number of ways: as a part of a treasure, wrapped in scabbard, hidden in a staff, etc.

THE TREASURE

The real Treasure of Imrazôr I looks identical to the false caches. Unlike the other six hoards, though, it contains real jade, gems, and weaponry. In addition, a shallow oval pit in the floor below contains a separate collection of artifacts. It is very hard (-20) to discover and the stone covering the niche weighs 200 lbs. The pit holds the following:

Ring of Mind Mastery

- Concentration spells cost only 25% normal activity;
- Wearer can concentrate on 2 spells simultaneously;
- Adds 25 to RR's vs. mental attacks.

Bracers of Hembur Sweep

- Adds +20 to wearer's Channeling skill;
- Spells cast by wearer are Ranged by 100';
- Allows wearer to channel to target regardless of whether target is concentrating on the realm or is otherwise ready to receive a spell or PP's.

Grimsteel

- +20 Holy broadsword;
- Changes to two-hand sword upon command (1 rd);
- Delivers extra cold critical of equal severity;
- Upon delivering a critical, target must resist a level 20 *Dis-traction* spell (-25 to OB's and maneuvers); spell has a duration of 20 minutes and the RR is at -30.

Circlet of Evasion

- Adds +10 to DB and RR's;
- Negates critical strike damage to head on 51-00;
- Enables wearer to cast *Spell Dodge*, *Aim Untrue*, and/or *Bladeturn I* (total of 2 spells/day);

Bow of Calin Wip

- +20 short bow fashioned of enchanted ebony;
- Treat as longbow table for range and damage;
- String and bow will not normally break;
- Permits bearer to fire 2 arrows per round without penalty;
- Arrows teleport back to wielder's quiver 1 rd after striking a hard object;
- Fumbles only on '01.

Bracers of Emyr Angwi

- x3 Essence multiplier;
- Gives +15 additional bonus to wearer's quickness;
- Allows wearer to inject a 7th lvl snake venom (Yithrin) into a foe up to 3x before reloading wells. The venom is injected whenever a (martial arts) strike yields a critical. The poison causes lethargy. If target fails RR by 01-10 he is at -30; by 11-30 he is at -55; by 31-70 he is at -100; by 71+ he is totally paralyzed. Effects last 1-100 rds.

Robes of Emyr Angwi

- Rain-drake skin robes which protect as Plate (if RM: AT 4);
- Adds +15 to DB, RR's, and all static maneuvers;
- Sheds once/week upon command to take on most common color in surrounding terrain and acts as +50 camouflage in that terrain.

Ring of Arvarien

- Adds +20 to outdoor skills;
- Permits wearer to cast a +30 *Lightning Bolt* 3x/day;
- Casts either a *Fly* 300' or a *Death Cloud* 10'r (one spell total per day).

12.4 THE SLAYERS' CHALLENGE

Setting: The Slayers' stronghold at Mindo Hargrog high in the eastern Yellow Mountains. (See Sections 7.26 and 11.4.)

Requirements: A potent party capable of combating Fell Beasts and dangerous Sauronic assassins, all in the enemies' abode.

Aids: Sancalis, a young Seder guide, will assist the group of adventurers as far the edge of the bamboo forest that surrounds Mindo Hargrog.

Rewards: One quarter of Hargrog's booty, together with a Valdaclian License. The latter document will enable any member of the party to conduct trade in the Dominions without having to pay any duties.

THE TALE

Hargrog, a mercenary but quite dangerous servant of the Shadow, has resided in the Dominions for centuries. A Half-troll assassin and Warlord, he patiently awaits the appointed time when he will strike against the enemies of the Shadow with his full fury. Akhōrahil believes that time is near and recently sent a courier borne on a Fell Beast to inform Hargrog that the Slayers must attack the northern Valdacli (Phorakôn, Imrazôr III, and Daroc) on the next moonless night (i.e., in 2 days).

Despising the courier's overt impertinence, Hargrog personally killed him, but only after learning of the critical timetable. The Warlord now plots his attack. He plans to send two airborne Slayers against each of his targets, and he will personally lead the duo flying to Tol Turgul in order to kill Phorakôn.

The party discovers the strategy while travelling near Mindo Hargrog when they encounter a small satchel unwittingly dropped by Akhōrahil's courier. Unfortunately, they have no time to warn anyone.

THE TASK

The must decide whether to try and strike against the Slayers themselves in hope of defeating or seriously impairing the Warlord and his six assassins. Given the clues in the satchel, their young Seder guide, Sancalis of Trenth, knows how to reach Mindo Hargrog; however, he has no stomach for combat.

**Ne-upka: Master of the Blue Flame
at The Spire of Flame
above the Halls of Malkôra**



12.5 OTHER ADVENTURE IDEAS

The following list contains a few ideas for adventures at other sites in the Seven Lands. Most are less challenging than the adventures mentioned above.

- Hargrog has ordered his Slayers to kill Lord Araphor, the mistress of southern Mirëdor. In order to accomplish this end, the Half-troll Warlord has bribed two key figures to assist his three assassins penetrate Bar Araphor. The first is the Elf Ruindel, an emissary from Terilaen who frequently delivers messages to the beautiful and ever-wily princess. He has consented to take Ulcamer, Hargrog's Sinda assassin into Araphor's home under the pretense that Ulcamer is Terilaen's closest cousin.

Meanwhile, Eshepar, Araphor's Port-master, has been paid to let two other murderers (Ulfacs and Urlaca) pass through the River Port and Outer Yard.

The party overhears part of this plot when Urlaca and Ulfacs speak with one another before embarking on a boat bound up the river Miriant. (See Sections 8.16 and 10.1.)

- Units of the Army of the Southern Dragon, led by Akhōrahil himself, have slipped through southern Elorna and are mustering at the northern edge of the Elornan Swamp. The Shadow's horde threatens the Mirëdoran cities of Mispîr and Fal Carth, but the Nazgûl has resolved that he will only attack if he enjoys complete surprise. The party learns of the impending attack from a Haradan courier. Now they must make their way across the the Onpu Mispîr and warn Imrazôr's sentries. Vaal Gark's Desert Screamer, however, plan to kill anyone attempting to cross the swamp or ford the river. (See Sections 3.23, 7.21, 7.43, 8.4, and 8.51.)

- While passing through the market in the Mirëdoran town of Alsarias, a member of the party encounters four strangers rushing into the moneychanger's establishment. Closer examination reveals that these two men and two women may be engaged in some sort of larceny. Thus, the party catches its first glimpse of the workings of the Society of Derei. If they wish to act, the group is left with a choice: either to go to Lord Araphor or Lord Imrazôr III, or to attempt an entry into the brigands' lair. Word on the street indicates that the Valdacli demand unequivocal proof before proceeding against suspected robbers in a "free town." Other stories speak of the Society of Derei, but portray them as both dangerous and well-connected. (See Sections 9.14 and 10.8.)

- Lord Phorakôn suspects that the Servants of the Real Fire have established a major hold near Fal Carth in northern Mirëdo. Lord Imrazôr III confirms the information, but refuses to move against the powerful religious faction. Phorakôn realizes that the Servants have infiltrated Imrazôr's court, so he resolves to drive them out of their lair with his own warriors, as well as those of Araphor and Daroc. Unfortunately, Phorakôn also suspects that Lord Seregul is allied with, or controls, the Servants. (Actually he is their staunch ally.) Rather than use Valdaclian forces to probe the area, he enlists the support of select mercenaries. He offers a 600 gp reward, plus any booty the group might recover.

The party is chosen to find and then enter the Spire of the Flame. They are then to return to Phorakôn's fortress on Tol Turgul with a map of the Servant's hold. (See Sections 7.31, 8.11, and 10.3.)

— Lord Arthrazoc posts a reward in both Arpel and Orp Muva for the horns of a Rain-drake. The party learns that the prize is 1000 gp per horn and 25 gp per tooth. Hearing that such a beast resides in a lair in the eastern Emyndin in Pel, the group embarks on a hunting mission. (See Sections 5.2 and 10.7.)

— Lord Arthrazoc believes that the castle called the Cloud Citadel (Marath Seregul) is inhabited by a group dominated by Akhōrahil. He also thinks that Seregul is involved. Although he does not know that fortress was erected by the neighboring oligarch (and is therefore named for Seregul), he cannot conceive that Seregul would stand idly by in the face of of such an overt challenge unless the situation is rife with chicanery.

Hoping to keep Seregul from discovering his suspicions, Arthrazoc has his Squire Eramil surreptitiously engage an independent group to travel to Marath Seregul (which he calls the "Cloud Citadel") and uncover evidence of Seregul's plot. Eramil, who is disguised as an agent of the Masters of the Golden Eye, offers a reward of 500 gp for tangible evidence of some grand treason. (See Sections 7.25, 8.12, 8.13, and 10.6.)

— Lord Telilaen of Valagalen believes that a powerful adherent of the Cult of the Dark Overlord has established his/herself in or near the port city of Ostelor. He offers a 250 gp reward anyone who can bring him information of this foul person's whereabouts without betraying the discovery. Anyone slaying the Cult leader will receive 1000 gp.

The prey is, of course, Ufēa the Laughter. She resides in Arig's Tomb, which is located in the Hill of Caves in Ostelor. Exceptionally deadly, she is a hard foe to fool.

The group begins their quest from Aingalad, for Terilaen will not enlist the support of anyone he has not personally chosen and instructed. Should they complete their mission, they are to return to Terilaen and receive their reward before Oromē's Seat. (See Sections 6.5, 8.15, 9.11, 10.5 and 11.2.)



13.0 TABLES

13.1 MASTER BEAST TABLE

Type	Lvl	#/Enc	Size	Speed	Hits	AT	DB	(Primary/ Secondary/Tertiary) Attack	Notes
Ape, Grey	5	1-10	L	MD/FA	100	No/3	20	50MBi/60LGr/70LBi	If LGr grasps foe, then it uses LBi.
Bat	0	1-100	S	VF/VF	4	No/1	60	25Ti	Will not normally attack unless provoked.
Boar, Wild	3	1	M	F/MF	120	No/4	30	40LHo/30MBa/20MTs	Mean-tempered and solitary. Vicious if provoked.
Brown Bear	5	1-2	L	MF/MF	170	SL/8	10	70LGr/60LCI/20MBi	May charge (60Lba). Mean if provoked.
Crocodile, on land	3	1-5	L	VS/SL	120	SL/7	0	40MBi/60MBa/80Lbi	If MBa knocks foe down, then it uses LBi.
in water	3	1-5	L	MD/MD	120	SL/7	10	80Lbi/80MGr/drown	Uses grappling bite to drown foes.
Deer/Elk	2	2-20	M	VF/FA	70	No/3	40	20MHo/20MTs	Timid.
Drake, Rain-									
Young	6	1-2	H	VF/FA	150	RL/11	50	90Lbi/50LCI/80HBa	Use Large Creature Criticals.
Mature	12	1	H	FA/FA	200	RL/12	40	100HBi/70HCl/90HBa	Use Super-large Creature Criticals.
Old	20	1	H	FA/MF	300	PI/16	30	110HBi/90HCl/90HBa	Use Super-large Creature Criticals.
Eagle	3	1-2	M	FA/FA	30	No/1	30	50MCI/35SPi	Rarely attacks larger creatures (unless helpless).
Goat	3	1-2	M	FA/FA	70	No/1	20	50MHo/40MBa/30MTs	Only males have horns.
Hawk	2	1-2	S	VF/BF	25	No/1	50	40MCI/25SPi	Aggressive hunting behavior.
Horse, Wild	4	1-20	L	FA/FA	120	No/3	40	40MCI/30MTs/40Sbi	Mixed breeds, hardy.
Lion, Cliff	5	1-2	L	FA/MF	140	No/4	20	85Lbi/70LCI	Normally active in morning and evening.
Mûmak	7	1-10	H	MF/FA	350	RL/12	25	85HBa/90HHo/75HTs	Use Large Creature Criticals. (Elephants)
Slow-fang	10	1-2	L	SL/MF	120	RL/12	30	80MGr/90MBi/poison	If LGr grasps foe, then it uses Mbi (lvl 2 poison, 5.2).
Troll, Cave	12	1-5	L	MD/MD	220	RL/11	25	100HCl/85We/80ro	Use Large Creature Criticals.
Troll, Forest	6	1-6	L	MF/MD	150	RL/11	10	70LCI/60Lbi/50ro	Hostile.
Troll, Hill	10	1-5	L	SL/MD	175	RL/11	20	95Lba/85LCI/60ro	Use Large Creature Criticals.
Troll, Stone	7	1-6	L	SL/MD	150	RL/11	15	80Lba/65LCI/60ro	Use Large Creature Criticals.
Trusa	1	1-5	T	SL/SL	10	No/1	30	0TBa/50TSt/poison	If TSt obtains critical, lvl 4 poison (5.2).
Turtle, Fell-	15	1	H	MD/MD	250	PI/19	35	120HPi/140Lba	Use Super-large Creature Criticals.
Turtle, Sea-, in Water	2	1-2	M	MD/MD	90	RL/12	20	50MPi/60Sba	If retracted into shell, use PI/12(-40).
on land	2	1-2	M	CR/SL	90	RL/12	20	20MPi	If retracted into shell, use PI/12(-40).
Wolf	3	5-15	M	FA/FA	110	No/3	30	65Lbi	Will not attack groups unless provoked.

Codes: The statistics given describe a typical creature of that type. Most of the codes are self-explanatory: Lvl (Level), #Enc (number encountered), Size (Tiny, Small, Medium, Large, or Huge), Hits, and DB (Defensive Bonus). The more complex statistics are described below:

Speed: A creature's speed is given in terms of "Movement Speed/Attack Quickness": C = Creeping, VS = Very Slow, S = Slow, M = Medium, MF = Moderately Fast, FA = Fast, VF = Very Fast, BF = Blindingly Fast.

AT (Armor Type): The two letter codes gives the creature's MERP armor type (No = No Armor, SL = Soft Leather, RL = Rigid Leather, Ch = Chain, PI = Plate); the number is the equivalent to the Role-master numeric armor type.

Attack: Each attack code starts with the attacker's Offensive Bonus. The first letter indicates the size of the attack; T = Tiny, S = Small; M = Medium, L = Large, and H = Huge. The last two letters indicate the type of attack; Ti = Tiny, Pi = Pincher/beak, Ba = Bash, Bi = Bite, Cl = Claw, Kr = Crush, Gr = Grapple, Ho = Horn, Ts = Trample/Stomp, St = Stinger, and We = Weapon. These codes may differ slightly from the MERP and Rolemaster codes. Each creature usually initiates combat using its "Primary" attack, which is the first attack listed. Depending upon the situation or success of the Primary attack, it may later use its "Secondary" or "Tertiary" (the next two attacks listed) attacks, perhaps all in the same round if previous attacks are very successful.

13.2 MASTER NPC TABLE

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ 2ndary OB	Mov M	Notes
THE ARMY OF THE SOUTHERN DRAGON (7.21)										
Akhôrahil	36	155	Ch/15	85	N	N	125ma	75ss	40	Black Númenórean Mage/Sorcerer. A Nazgûl. Ag77, Co51, SD54, Me94, Re92, St96, Qu86, Pr64, Em100, In100. Knows all Base Mage, Open Essence, Open Channeling, and Base Animist lists to 10th lvl (MERP), as well as all the Base Sorcerer lists to 30th lvl, all the Base Mentalism lists to 50th lvl, and all Closed Essence and Closed Channeling lists to 5th lvl (RM). 99PP. (See 8.51.)
Tel Azef	16	136	Ch/14	50	Y	Y	160fa	145sp	10	Haradan Warrior. Warlord of the Host of Tulwang. Ag99, Co93, SD82, Me77, Re90, St97, Qu93, Pr88, Em43, In79. Knows 1 Open Channeling list to 5th lvl. 16PP. Bears a 12th lvl <i>Sword of Blade-killing</i> (if parried, parrying weapon must make RR using foe's lvl, with failure resulting in foe's weapon breaking).
Pon Acark	17	155	Pl/19	110	N	N	150fa	150cp	5	Black Númen. Rogue. Warlord of the Host of Ciryatandor. Ag99, Co80, SD78, Me69, Re87, St99, Qu92, Pr91, Em39, In88. Knows 3 Open Channeling lists to 5th lvl. 17PP. Carries a <i>Rangeless Bow</i> , which can effectively send arrows 500' without incurring any range penalty.
Sangarunya	27	165	Pl/20	50	Y	Y	195fa	175cp	15	Umbarean (Black Númenórean) Warrior. Warlord of the the Army of the Southern Dragon. Ag99, Co98, SD76, Me72, Re94, St99, Qu98, Pr96, Em21, In91. Knows 2 Open Channeling lists to 5th lvl. 27PP. Carries a <i>Sword of Man-slaying</i> .
THE CULT OF THE DARK OVERLORD (7.22)										
Ufëa	19	150	No/2	65	N	N	55ma	SCI80†	10	Half-elf Animist/Cleric. An undead Arch-lich. Ag90, Co99, SD96, Me90, Re93, St91, Qu97, Pr73, Em64, In102. Knows 5 Base Animist and 8 Open and Closed Channeling lists to 20th lvl, 5 Closed Channeling lists to 10th lvl. 95PP. Can only be harmed by magic weapons. †=successful attack (i.e., contact) accompanied by draining of 1-20 pts of target's Co.
Ulcathur	17	135	No/1	70	Y	N	95ha	SCI90†	35	Seder Animist/Evil Mentalist. An undead Arch-lich. Ag102, Co93, SD93, Me70, Re75, St92, Qu96, Pr101, Em6, In101. Knows 5 Base lists and 8 Open and Closed Mentalism/Channeling to 20th lvl, 1 Closed Mentalist/Channeling lists to 10th lvl. 68PP. Can only be harmed by magic weapons. †=successful attack (i.e., contact) accompanied by draining of 1-20 pts of target's Co.
Orcir	19	145	No/1	50	N	N	40ss	SCI70†	5	Aden Mage/Sorcerer. An undead Arch-lich. Ag73, Co95, SD96, Me77, Re79, St76, Qu85, Pr11, Em102, In101. Knows 5 Base Mage/Sorcerer and 10 Open and Closed Essence lists to 20th lvl, 3 Closed Essence lists to 10th lvl. 95PP. Can only be harmed by magic weapons. †=successful attack (i.e., contact) accompanied by draining of 1-20 pts of target's Co.
Ne-wull	18	142	No/1	50	N	N	40ma	SCI75†	5	Pel Mage/Sorcerer. An undead Arch-lich. Ag83, Co95, SD96, Me77, Re79, St76, Qu85, Pr18, Em100, In100. Knows 5 Base Mage/Sorcerer and 9 Open and Closed Essence lists to 20th lvl, 2 Closed Essence lists to 10th lvl. 64PP. Can only be harmed by magic weapons. †=successful attack (i.e., contact) accompanied by draining of 1-20 pts of target's Co.
THOSE WITH THE BLACK HAND (7.23 & 11.1)										
Uthmag	16	140	No/2	75	Y	N	70sc	10da	10	Mordorian Animist/Evil Cleric. Lord of Those With the Black Hand and High-priest at the House of the Black Hand. Ag88, Co99, SD96, Me90, Re93, St91, Qu97, Pr73, Em64, In100. Knows 5 Base Animist/Evil Cleric and 5 Open and Closed Channeling lists to 20th lvl, 6 Closed Channeling lists to 10th lvl; 1 Base Ranger/Cleric list to 5th lvl. 48PP. (See 11.1)
Ne-baraca	14	140	No/2	65	Y	N	60ha	10ha	5	Seder Animist/Lay Healer. Keeper of the Hand and Lesser-priest at the House of the Black Hand. Ag73, Co55, SD96, Me77, Re79, St76, Qu85, Pr99, Em22, In99. Knows 5 Animist/Lay Healer and 2 Open and Closed Channeling/Mentalist lists to 20th lvl, 7 Closed Channeling/Mentalist lists to 10th lvl. 28PP. (See 11.1)
Duruan	5	97	SL/3	30	—	—	60MBi	30MCI	30	Ne-baraca's white Lion-hound. VF/FA.
THE BLACK DOGS (7.24)										
Nomikon	15	129	Ch/15	55	Y	N	150sc	145cp	25	Aden Scout/Rogue. Ag100, Co93, SD93, Me70, Re75, St99, Qu96, Pr65, Em78, In75. Knows 2 Open Channeling lists to 5th lvl. 15PP. Has 9 Ambush skill ranks.
Cluth	11	113	RL/9	45	Y	N	85ha	65sp	10	Seder Ranger. Ag91, Co98, SD95, Me76, Re79, St94, Qu90, Pr74, Em55, In97. Knows 5 Base Ranger lists to 10th lvl. 22PP. Carries a <i>Spear of Cat-slaying</i> . Has 6 Ambush skill ranks.
THE EYES OF MALEZAR (7.25)										
Malezar	23	180	SL/4	120	N	Y	60ma	60MBi‡	40	Seder Mage/Sorcerer. Vampiric servant of the Ulair (Ringwraith) Adûnaphel the Quiet. Lord of the Eyes of Malezar and ally of Scregul. Ag56, Co23, SD43, Me100, Re95, St83, Qu76, Pr92, Em102, In100. Wears enchanted black Wereworm skin armor. His gold circlet is a +7 spell adder. It is adorned with his symbol and, when he concentrates, the symbol will glow. Those within 20' must make RR vs the spell, with failure resulting in victim being immobilized in a trance for 1-20 rds. ‡=Malezar can bite his foes and drain 1-20 pts of Co/rd by sucking their blood. Knows 2 Base Mage/Sorcerer lists to 25th lvl, 3 Base Mage/Sorcerer, 5 Open Essence, and 5 Open Channeling lists to 20th lvl, and 4 Closed Essence and Closed Channeling lists to 10th lvl. 92PP.
THE SLAYERS (7.26)										
Hargrog	20	220	RL/12	60	Y	N	185wm	180wh	25	Half-Troll Warrior. Lord of the Slayers. Ag100, Co94, SD45, Me69, Re78, St100, Qu100, Pr100, Em90, In66. Wields war mattock in one hand. Wears <i>Gloves of Striking</i> that enable him to punch opponents as if using a flail. His Pendant serves as a +6 spell adder and enables him to instantly cast a 9th lvl <i>Dark V</i> spell from the Mage's <i>Light Law</i> list 3x/day. Wears <i>Boots of Flying</i> that enable him to fight from the back of a flying beast without incurring any OB or DB penalty and gives him a +30 bonus for all flying maneuvers. Knows 2 Open Essence/Mentalism lists to 5th lvl. 60PP.
Ulrith	13	127	Pl/17	40	N	N	145sp	150cp	15	Kiran Scout/Rogue. Ag99, Co86, SD91, Me73, Re76, St93, Qu92, Pr99, Em90, In64. Wears <i>Boots of Flying</i> that enable him to fight from the back of a flying beast without incurring any OB or DB penalty. His Pendant serves as a +3 spell adder and enables him to instantly cast a 9th lvl <i>Dark V</i> spell from the Mage's <i>Light Law</i> list 1x/day. Knows 3 Mentalist/Essence lists to 5th lvl. 26PP.
Arcil	12	129	No/4	30	N	N	135sp	145bo	20	Mûmakani Warrior/Fighter. Ag98, Co100, SD90, Me69, Re55, St96, Qu95, Pr30, Em34, In76. Wears enchanted Fell-turtle hide armor, as well as <i>Boots of Flying</i> that enable him to fight from the back of a flying beast without incurring any OB or DB penalty. His Pendant serves as a +3 spell adder and enables him to instantly cast a 9th lvl <i>Dark V</i> spell from the Mage's <i>Light Law</i> list 1x/day. Knows 1 Open Channeling list to 5th lvl. 12PP.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ 2ndary OB	Mov M	Notes
Ulaca	11	111	Pl/17	35	Y	N	165sp	140bo	45	Úsakani Scout/Rogue. Ag99, Co90, SD70, Me92, Re57, St97, Qu94, Pr48, Em71, In85. Wears <i>Boots of Flying</i> that enable him to fight from the back of a flying beast without incurring any OB or DB penalty. His Pendant serves as a +3 spell adder and enables him to instantly cast a 9th lvl <i>Dark V</i> spell from the Mage's <i>Light Law</i> list 1x/day. Knows 1 Open Channeling list to 5th lvl. 11PP. (See 12.5.)
Ulcamer	11	96	RL/9	60	N	N	105ha	110cp	25	Sinda Scout/Thief. Ag100, Co103, SD95, Me85, Re90, St101, Qu100, Pr103, Em75, In98. Wears <i>Boots of Flying</i> that enable him to fight from the back of a flying beast without incurring any OB or DB penalty. His Pendant serves as a +3 spell adder and enables him to instantly cast a 9th lvl <i>Dark V</i> spell from the Mage's <i>Light Law</i> list 1x/day. (See 12.5.)
Slúcrac	13	122	Pl/18	50	Y	L	135sc	140sp	20	Haradan Scout/Rogue. Ag98, Co90, SD33, Me65, Re90, St97, Qu90, Pr98, Em98, In41. Wears <i>Bracers of Flying</i> that enable him to fight from the back of a flying beast without incurring any OB or DB penalty. His Pendant serves as a +4 spell adder and enables him to instantly cast a 9th lvl <i>Dark V</i> spell from the Mage's <i>Light Law</i> list 2x/day. Knows 3 Mentalist/Essence lists to 5th lvl. 39PP.
Ulfacs	10	104	Pl/17	40	Y	N	130sc	125sb	10	Haradan Warrior/Fighter. Ag91, Co98, SD90, Me77, Re86, St93, Qu94, Pr106, Em73, In77. Wears <i>Boots of Flying</i> that enable him to fight from the back of a flying beast without any OB or DB penalty. His Pendant serves as a +3 spell adder and enables him to instantly cast a 9th lvl <i>Dark V</i> spell from the Mage's <i>Light Law</i> list 1x/day. (See 12.5.)
THE SERVANTS OF THE REAL FIRE (7.31 & 10.3)										
Ne-upka	19	102	No/1	60	N	N	85qs	30sp	15	Pel Animist/Evil Cleric. Master of the Blue Flame. Ag98, Co86, SD72, Me90, Re93, St91, Qu93, Pr90, Em77, In100. His sapphire-tipped <i>Staff of Fire</i> is a x4 PP multiplier that enables him to cast +60 <i>Fire Bolts</i> (4x/day), as well as <i>Dark V</i> and <i>Utterlight</i> spells (each 2x/day). Knows 5 Base Animist/Evil Cleric and 8 Open and Closed Channeling lists to 20th lvl, 4 Closed Channeling lists to 10th lvl; 1 Base Ranger/Healer list to 5th lvl. 57PP.
Wote	10	41	No/1	15	N	N	100bs	—	10	Aden Mage/Sorcerer. Serves as Slayer. Ag92, Co70, SD53, Me80, Re99, St78, Qu84, Pr56, Em97, In98. Knows 5 Base Mage/Sorcerer and 8 Open Essence and Channeling lists to 10th lvl. 20PP.
Cudúma	9	96	RL/13	45	Y	N	130sc	125sp	15	Drel Scout/Rogue. Serves as Giver. Ag100, Co89, SD69, Me70, Re56, St98, Qu102, Pr56, Em48, In90.
Ombûr	8	74	RL/14	35	Y	L	115sc	120sp	10	Drel Warrior/Fight. Serves as Keeper. Ag92, Co91, SD76, Me58, Re67, St100, Qu91, Pr49, Em65, In67.
Brom	8	44	No/1	10	N	N	50qs	—	10	Seder Animist/Healer. Serves as Runner. Ag94, Co83, SD61, Me66, Re89, St82, Qu90, Pr34, Em75, In99. Knows 4 Base Animist/Healer and 7 Open and Closed Channeling lists to 10th lvl. 16PP.
Simbu	8	99	RL/14	50	Y	N	120ma	125lb	15	Pel Warrior/Fighter. Serves as Hunter. Ag98, Co91, SD88, Me89, Re74, St96, Qu96, Pr81, Em32, In40.
Casarac	8	51	No/1	20	N	N	35ss	25sp	20	Aden Ranger/Monk. Serves as Guardian. Ag93, Co85, SD100, Me84, Re73, St100, Qu91, Pr77, Em99, In82. Knows 4 Base Ranger/Monk and 6 Open and Closed Essence lists to 10th lvl. 16PP.
THE MONKS OF EREG EIREN (7.32 & 10.4)										
Ne-eslem	13	81	No/1	20	N	N	50sc	15da	10	Drel Animist/Evil Cleric. Werelion. (Lion form) 13 149 SL/4 25 — — 95LCI 80LCI 25 FA/MF. Drains 1-20 Co pts/crit. Ag91, Co75, SD67, Me99, Re92, St90, Qu81, Pr83, Em50, In99. Knows 4 Base Animist/Evil Cleric and 4 Open and Closed Channeling lists to 20th lvl, and 8 Open and Closed Channeling lists to 10th lvl. 26PP.
Ikûr	12	123	RL/10	50	Y	A	160sc	140sp	20	Drel Warrior/Fighter. Werewolf (Warg). (Wolf form) 12 123 SL/3 30 — — 75LBI 60LCI 30 FA/FA. Drains 1-10 Co pts/crit. Ag99, Co92, SD36, Me44, Re58, St99, Qu90, Pr63, Em46, In76. Boots of Eiren enable him to leap 20' horizontally and 10' vertically from a standing position up to 6x/day.
THE SOCIETY OF DEREI (7.33)										
Derei	19	148	Pl/19	55	(Y)	(A/L)	165fa	160cp	30	Pel Rogue. Lord of the Society. Ag101, Co68, SD78, Me58, Re79, St99, Qu97, Pr91, Em54, In92. Knows 4 Open Channeling lists to 5th lvl. 17PP. Wears a <i>Helm of Rearsight</i> (enabling him to see behind him and avert any ambush attacks), <i>Boots of Traceless Passing</i> (leave no prints unless wearer concentrates), <i>Bracers of Shielding</i> (treat as a target shield), and a <i>Cloak of Plate</i> (unencumbering, it increases AT to Pl/19 when worn over leather armor). (See 8.3.)
Om-ura-Om	11	73	SL/5	35	N	N	80ss	105bl†	30	Chaialla (Wose) Scout/Thief. Ag99, Co73, SD65, Me100, Re66, St84, Qu99, Pr26, Em59, In89. Derei's personal aide and favorite assassin. Tattooed with snake Symbol that acts as a +4 spell adder and adds +20 to his RRs. Knows 2 Base Ranger lists to 5th lvl. 11PP. †=blowgun that delivers a dose of Trusa venom when it yields a crit.
Ló-desmic	14	107	RL/10	40	Y	L	90ma	80lb	5	Pel Ranger. Ag83, Co100, SD74, Me85, Re89, St97, Qu93, Pr65, Em88, In98. Warden of Lightning Head near Arpel. Wears an enchanted <i>Cloaking of Gliding</i> made from Trusa skin and silk (enables him to glide 2x/day for up to 1000'). Knows 2 Base Ranger lists to 20th lvl, 2 Base Ranger lists to 10th lvl, and 2 Base Animist lists to 5th lvl. 28PP.
Erocil	13	54	No/1	45	N	N	50ma	10da	25	Fuina (Silvan) Mage/Mystic. Ag63, Co45, SD47, Me91, Re94, St62, Qu83, Pr100, Em100, In84. Warden of Castle Young-axe near Arpel. Wears +20 <i>Shirt of Protection</i> (adds 20 to DB and RRs). Carries a +30 <i>Mace of Dog-slaying</i> . Knows 5 Base Mage/Mystic lists and 8 Open Essence lists to 20th lvl, 3 Closed Channeling lists to 5th lvl. 39PP.
Epef	9	67	No/1	30	N	N	95sc	65da	25	Aden Scout/Thief. Ag100, Co81, SD69, Me59, Re75, St84, Qu98, Pr66, Em47, In89. Master of Derei's operation in Alsarias (see 10.8). Carries a 9th lvl <i>Dagger of Stunning</i> (when struck foe must make RR, failure resulting in foe being 1 rd/hit delivered by blow) that returns to his hand 2rds after it is thrown. Knows 2 Open Channeling lists to 5th lvl. 11PP.
THE MONKS OF MOR TARAIN (7.34)										
Ne-ula	13	145	Pl/17	55	(Y)	N	35ss	30da	0	Aden Mage. Master of the Order in Ostelor. Ag68, Co65, SD95, Me82, Re97, St77, Qu63, Pr82, Em100, In85. Wears magic mithril roundel on his chest that protects like Pl/17 but wears as No/1. His earring is a x4 PP multiplier. Knows 5 Base Mage lists and 13 Open and Closed Essence lists to 20th lvl. 39PP.
Wimbur	12	140	SL/3	40	N	N	40fl†	35da	20	Aden Bard/Monk. Master of the Order in Ró-molló. Ag88, Co81, SD93, Me91, Re62, St86, Qu98, Pr90, Em99, In72. Wears Sea-drake skin shirt and leggings that serve as SL/3 but wear as No/1. His silver torc is a x4 PP multiplier. Knows 2 Open Essence lists to 20th lvl, and 3 Open Essence lists to 10th lvl. 24PP. †=His enchanted <i>Gloves of Rón</i> enable him to deliver a flail attack in addition to any martial arts strike.

THE DIVINE SPEAKERS (7.41)

Esfur	15	55	No/1	20	N	N	55ha	15ha	10	Seder Bard/Astrologer.
Master of the Association and High-trader in Arpel. Fervent foe of Derei. Ag85, Co98, SD99, Me72, Re82, St93, Qu70, Pr100, Em67, In99. Knows 5 Base Bard/Astrologer lists and 2 Open Essence lists to 20th lvl, and 9 Open and Closed Essence lists to 10th lvl. Bears a magical jade <i>Eye of Perception</i> (adds +50 to Trading rolls and +25 to Perception rolls but subtracts 10 from all other maneuvers) that takes 1 rd to implant. His gold and jade bracelet is a x5 PP multiplier. 45PP.										
Umbin Swê	13	51	No/1	15	N	N	40ma	25da	5	Aden Bard/Seer.
Second of the Association and High-trader in Ostelor. Ag89, Co94, SD99, Me97, Re83, St94, Qu94, Pr100, Em42, In49. Bears a enchanted onyx <i>Eye of Perception</i> (adds +40 to Trading rolls and +25 to Perception rolls but subtracts 10 from all other maneuvers) that takes 1 rd to implant. Knows 5 Base Bard/Seer lists and 1 Open Essence list to 20th lvl, and 3 Bard/Seer lists and 6 Open and Closed Essence lists to 10th lvl. His jade-inlaid ring is a x4 PP multiplier. 45PP.										

THE WARDERS OF THE NIGHT (7.42)

Ricenaris	12	108	No/3	40	N	N	130bs	120ss	25	Drel Scout/Rogue. Lord of the Warders of R6-moll6.
Ag100, Co92, SD68, Me66, Re92, St97, Qu97, Pr56, Em87, In75. Magic Kraken-skin armor. 2 Open Essence lists to 5th lvl. 12PP. Has 12 Ambush skill ranks.										
Es-amu	9	71	No/1	30	N	N	95sc	65da	30	Pel Scout/Thief. Most active Warder in Arpel.
Ag101, Co42, SD44, Me49, Re90, St91, Qu101, Pr36, Em77, In58. Bears a +20 <i>Short-sword of Dragon-slaying</i> . Wears <i>Boots of Silence</i> (+50 to Stalking) and <i>Cloak of Hiding</i> (+50 to Hiding). Knows 1 Open Essence lists to 5th lvl. 9PP.										

THE DESERT SCREAMERS (GARKS) (7.43)

Vaal Gark	24	144	SL/4	60	(Y)	(A/L)	120fa	100fa	30	Avar (Silvan) Ranger. Lord of the Desert Screamer.
Ag97, Co92, SD67, Me85, Re86, St97, Qu101, Pr79, Em38, In100. His earring is a +6 spell adder. Carries two enchanted <i>Garkian Daags</i> which strike as falchions, parry like a target shield, and can be thrown at no penalty up to 100' (returning in 1 rd). Knows 6 Base Ranger lists to 20th lvl and 4 Open Channeling lists to 10th lvl. 72PP. (See 8.4.)										
Imralion	9	101	RL/11	50	Y	(A/L)	85fa	65cp	20	Black Númenórean Ranger.
Purported bodyguard of Sergul (see12.2). Ag98, Co99, SD96, Me71, Re67, St98, Qu91, Pr38, Em63, In98. Bears 6th lvl shield of Blade Burning (if struck by foe during a parry, foe's weapon must make a RR at foe's lvl, failure resulting in weapon superheating and giving foe 1-20 hits before dropping from his hand for 1-20 rds). Purported bodyguard of Sergul (see12.2). Knows 5 Base Ranger lists to 10th lvl. 18PP.										
Arolic	7	81	RL/11	45	Y	(A/L)	75ss	70cp	15	Black Númenórean Ranger.
Ag97, Co94, SD78, Me71, Re84, St100, Qu88, Pr80, Em56, In98. Knows 5 Base Ranger lists to 10th lvl. 14PP.										

THE VALDACLI (COUNCIL OF THE SEVEN) (7.1 & 8.1)

Phorakôn	27	75	SL/4	40	N	N	80ss‡	35sp	20	Black Númenórean (Dúnadan) Mage.
Lord of Sûlcoron and First among the Valdacli. Ag101, Co97, SD97, Me96, Re100, St99, Qu101, Pr101, Em100, In100. ‡=matching gold mace. Knows 5 Base Mage lists to 25th lvl, and 11 Open and Closed Essence lists to 20th lvl, 7 Closed Essence lists to 10th lvl, and 1 Base Illusionist list to 5th lvl. 81PP. (See 8.11.)										
Terilaen	22	69	Ch/15	55	N	N	95bs	85lb	35	Fuina (Silvan) Bard. Lord of Valagalen.
Ag97, Co97, SD55, Me95, Re85, St96, Qu100, Pr97, Em89, In90. His enchanted, unencumbering quilt armor protects like chain mail. Knows 2 Base Bard lists to 25th lvl, 2 Base Bard lists to 20th lvl, 3 Open Essence lists to 10th lvl, and 1 Closed Essence list to 5th lvl. 44PP. (See 8.15.)										
Imrazôr III	23	150	RL/11	45	N	N	115ss	110cp	20	Black Númenórean (Dúnadan) Ranger.
Lord of northern Mirëdor. Ag98, Co90, SD90, Me89, Re85, St95, Qu100, Pr101, Em67, In100. Bears a +25 <i>Dancing Sword</i> (which will dance in the air and strike or parry to protect him at half his OB for up to 6 rds/day). Uses a <i>Bow of Man-slaying</i> (slays no more than 3 Men/day). Knows 2 Base Ranger list to 25th lvl, 3 Base Ranger lists to 20th lvl, and 2 Open Channeling lists to 10th lvl. 69PP. (See 8.17.)										
Athrazoc	21	66	Ch/13	70	Y20	N	90ss	65sp	20	Black Númenórean (Dúnadan) Bard. Lord of northern Pel.
Ag98, Co89, SD97, Me86, Re87, St95, Qu100, Pr100, Em50, In65. Wears a <i>Helm of Bird-mastery</i> (wearer can summon and control a # of birds with a range of 1/lvl whose lvls = half his own 2x/day for #rds = to wearer's lvl). His black leather breastplate protects like chain but wears as RL/9. Knows 1 Base Bard list to 25th lvl, 4 Base Bard lists to 20th lvl, 2 Open Essence lists to 10th lvl, and 1 Closed Essence list to 5th lvl. 63PP. (See 8.13.)										
Araphor	22	111	SL/4	40	N	(A/L)	100fa	85lb	30	Black Númen. (Dúnadan) Ranger. Lord of southern Mirëdor.
Ag101, Co92, SD97, Me95, Re91, St81, Qu98, Pr101, Em56, In99. Carries a +15 <i>Echo-bow</i> that affects everyone within 6' of the target with the same attack results (usable only 1x/day). Wears magical Fell Beast hide armor. Knows 1 Base Ranger list to 25th lvl, 4 Base Ranger lists to 20th lvl, and 3 Open Channeling lists to 10th lvl. 44PP. (See 8.16.)										
Seregul	24	145	PI/20	80	Y30	(A/L)	200fl	185sp	20	Black Númenórean (Dúnadan) Warrior. Lord of southern Pel.
Ag99, Co90, SD78, Me80, Re87, St101, Qu97, Pr95, Em45, In87. Wears enchanted, unencumbering Fell-turtle hide plate armor. Bears a two-hand <i>Mace of Beast-slaying</i> that strikes as a +30 flail and imprints its victims. Knows 1 Open Channeling list to 5th lvl. 24PP. (See 8.12.)										
Daroc	21	118	PI/19	55	Y10	L	105ba	90ja	5	Lesser Dúnadan Ranger. Lord of the Highlands.
Ag76, Co93, SD98, Me75, Re82, St102, Qu97, Pr35, Em50, In99. Wears a magical hauberk that protects as AT PI/19 and wears as AT RL/7. Carries two matching +20 <i>Echo-javelins</i> that affect everyone within 6' of the target with the same attack results (each is usable only 1x/day). Knows 5 Base Ranger lists to 20th lvl, 4 Open Channeling lists to 10th lvl, and 1 Base Mage/Alchemist list to 5th lvl. 42PP. (See 8.14.)										

OTHER FIGURES OF NOTE

Karaag	15	56	No/1	15	N	N	45cl	—	10	Deformed Drel Mage/Alchemist.
Karaag Young Delver or Karaag the Gnome (because of his Elven ways). Ag90, Co68, SD65, Me34, Re100, St92, Qu94, Pr23, Em101, In99. Knows 5 Base Mage/Alchemist lists and 3 Open Essence lists to 20th lvl, and 9 Open and Closed Essence lists to 10th lvl. Bears a magical mithril spoon which gives him a +40 bonus whenever manipulating or creating alchemical liquids. His mithril thimble is a x4 PP multiplier. 60PP. (See 8.2.)										
Orfarfar	15	300	PI/20	100	(Y)	(A/L)	120HBa	60LCr	-5	Steel Golem.
Karaag's construct and loyal bodyguard. (See 8.2.)										
Oric	7	83	Ch/14	50	Y	L	110ss	80cp	15	Black Númenórean Scout/Rogue.
Ag97, Co84, SD62, Me64, Re88, St98, Qu91, Pr40, Em76, In54. Knows 1 Open Essence list to 5th lvl. 7PP. Bodyguard of Sergul (see12.2).										
Lonkuran	3	33	No/1	-5	N	N	60qs	40sp	-5	Pel Scout/Rogue. Crippled goat herder.
Ag46, Co54, SD82, Me89, Re91, St67, Qu22, Pr91, Em70, In94. (See 12.1.)										
Eshefar	5	33	RL/9	20	N	N	85ha	80sp	15	Drel Scout/Rogue. Araphor's disloyal Port-master.
Ag97, Co69, SD43, Me77, Re86, St100, Qu98, Pr41, Em49, In79. Knows 1 Open Channeling list to 5th lvl. 5PP. (See 12.5.)										
Ruindel	5	57	Ch/15	40	Y	(A/L)	90bs	75lb	15	Fuina (Silvan) Scout/Rogue.
Terilaen's disloyal emissary to Araphor's court. Ag98, Co74, SD39, Me62, Re92, St98, Qu100, Pr64, Em57, In40. (See 12.5.)										
Múagar	6	109	SL/4	30	—	—	90LBi	60MCI	30	Seregul's grey Elephant-hound. VF/FA.

KEY TO THE MASTER NPC AND MASTER MILITARY TABLES

Codes: The following abbreviations are used below: Lvl=Level; Hits=Concussion Hits; AT=Armor Type; DB=Defensive Bonus; Sh=Shield; Gr=Greaves; OB=Offensive Bonus; MovM=Movement and Maneuver Bonus.

AT (Armor Type): Two letter codes give the character/creature's *MERP* armor type: No=No Armor; SL=Soft Leather; RL=Rigid Leather; Ch=Chain; Pl=Plate. The number is the equivalent *Rolemaster* armor type: 1=No Armor; 2=Robes; 3=Soft Hide (as skin); 4=Heavy Hide (as skin); 5=Leather Jerkin; 6=Leather Jerkin and Greaves; 7=Leather Coat; 8=Reinforced Leather Coat; 9=Leather Breastplate; 10=Leather Breastplate and Greaves; 11=Half-hide Plate (as skin); 12=Full-hide Plate (as skin); 13=Chain Shirt; 14=Chain Shirt and Greaves; 15=Chain Mail Suit; 16=Chain Hauberk; 17=Metal Breastplate; 18=Metal Breastplate and Greaves; 19=Half-plate; 20=Full Plate.

Weapons — Weapon abbreviations follow the OBs: ba=battle axe; bo=bola; bs=broadsword; cl=club; cp=composite bow; da=dagger; fa=falchion; ha=hand axe; hb=halbard; hcb=heavy crossbow; ja=javelin; lb=longbow; lcb=light crossbow; ma=mace; ml=mounted lance; pa=pole arm; qs=quarterstaff; ro=rock (Rock=Fall/Crush attack); sb=short (or horse) bow; sc=scimitar; sl=sling; sp=spear; ss=short sword; th=two-hand sword; ts=throwing star; wh=whip; wh=war hammer; wm=war mattock.

DB (Defensive Bonus): Note defensive bonuses include stats, shield, armor, skills, and other items where possible.

OB's (Offensive Bonuses): Weapon abbreviations follow OB's: ba=battle axe; bo=bola; br=bastard sword; bs=broadsword; cl=club; cp=composite bow; da=dagger; fa=falchion; ha=hand axe; hb=halbard; hcb=heavy crossbow; ja=javelin; la=lance; lb=longbow; lcb=light crossbow; ma=mace; ml=mounted lance; Mr=Martial Arts (both strikes and sweeps); ms=morning star; pa=pole arm; qs=quarterstaff; ra=rapier; ro=rock (Rock=Fall/Crush attack); sb=short (or horse) bow; sc=scimitar; sl=sling; sp=spear; ss=short sword; St=Martial Arts Striking; Sw=Martial Arts Sweeps and Throws; th=two-hand sword; ts=throwing star; wh=whip; wh=war hammer; wm=war mattock. Melee and missile offensive bonuses include the bonus for the combatant's best weapon in that category.

Stats: Ag=Agility, Co=Constitution, SD=Self-Discipline, Me=Memory, Re=Reasoning, St=Strength, Qu=Quickness, Pr=Presence, Em=Empathy, In=Intuition. For *MERP*, average Re and Me for Intelligence (IG).

Animal Attacks — See Table 13.1 for codes.

13.3 MASTER MILITARY TABLE

Name	Race	Lvl	Hits	AT	DB	Sh	Gr	Prim. OB	Sec. OB	Mov M	Notes
PHORAKÔN'S ARMY (ARMY OF SÛLCORON)											
Soldiers of the regular army wear white mail armor and a short purple surcoat emblazoned with the silvery image of the Feathered Karma, symbol of Sûlcoron. Their purple, leather-faced shields are also embellished with the same silver symbol.											
War-squires	Bl. Númen.	14	155	PL/19	60	Y10	(A/L)	155fa	145sp	10	Warrior/Fighters.
These 7 High Knights are Phorakôn's chief vassals. They command company composed of 3 troops of about 100 men. Each knows two base spell lists (1 Bard and 1 Ranger) to 5th lvl, has 28 PP, and wears a +15 Karma-helmet (+3 spell adder). Their +10 jade-inlaid, silver plate mail wears as AT 10. They carry +15 round-shields, +15 falchions, +10 shortswords (ikit or eketa), and +10 spears/lances. Each is provided two loyal War-horses (only one of which accompanies them). Most know four languages: Adûnaic, Bethteur, and Elornan (Apyaia), and either Sindarin or Haradaic.											
(War-horses)	Great-horse	4	153	SL/3	20	—	—	LTr70	—	20	Heavy horse.
yet very fast. When armored, they are merely fast and have a +10 MM bonus, but they defend as AT 8 (-15).											
Knights	Bl. Númen.	10	124	PL/18	45	Y10	A/L	125fa	100sp	10	Warriors/Fighters.
These Knight-captains command troops of about 100 men. Each knows one Base Ranger list (to 5th lvl), has 10 PP, and wears a Knight's Ring (+1 spell adder). Their +10 pearl-inlaid, silver breastplates wears as AT 10. They carry +10 round-shields, +10 falchions, +5 shortswords (ikit or eketa), and +5 spears. Each is provided two loyal War-horses (only one of which accompanies them). Most know three languages: Adûnaic, Bethteur or Sindarin, and Elornan (Apyaia).											
Guard	Aden	7	104	Ch/15	45	Y5	(A/L)	110bs	85sp	5	Warriors/Fighters.
Mostly Adena (Urban Men) but some Elornans (Rural Men) and Black Númenóreans. These Ohtari use +10 broadswords as their basic weapons. They carry a +10 dagger, a +5 spear, and a +5 anket (longsword).											
Warriors	Elornan	4	63	Ch/14	35	Y5	A	80bs	80sp	5	Warriors/Fighters.
Mostly Elornans (Rural Men) but some Adena (Urban Men). They use +10 ikit (shortswords) as their basic weapons. They carry a +5 spear and a +5 anket (longsword).											
(Horses)	Midhorse	3	133	SL/3	15	—	—	LTr50	—	10	Medium horse.
Tough and moderately fast, they operate effectively in varied settings. Cavalry warriors use them to ride to battle.											
Militia	Elornan	3	47	Ch/13	10	N	N	70sp	75ja	10	Warriors/Fighters.
Elornans (Rural Men). They carry a trio of +5 javelins as secondary weapons.											

IMRAZÔR'S ARMY (ARMY OF THE MISPIR)

Warriors wear gilded mail armor and a short dark red surcoats emblazoned with a circle of seven golden seven-sided stars, symbol of Imrazôr III. Their reddish leather-faced shields are also embellished with the same golden symbol. Small black eagle's wings adorn the sides of their open helms.

Captains Bl. Númen. 16 160 PL/19 50 Y15 (A/L) 140ss 125cp 10 Warrior/Fighters.
Each knows two base Ranger lists (to 5th lvl), has 32 PP, and wears a Captain's Bracer (+2 spell adder). Their +10 gilded plate mail wears as AT 15. They carry +15 round-shields, +15 shortswords (ikit or eketa), and +10 composite bows. Each is provided three loyal War-horses (only two of which accompany them, and only one of which is armored, at a given time). Most know four languages: Adûnaic, Apyaia, and Sindarin, and either Bethteur, Sederi, or Haradaic.

(War-horses) Great-horse 4 157 SL/3 20 — — LTr70 — 20 Heavy horse,
yet very fast. When armored, they are merely fast and have a +10 MM bonus, but they defend as AT 15 (-10).

Knights Bl. Númen. 11 121 PL/17 45 Y10 N 125bs 100cp 10 Warriors/Fighters.
Their +10 gilded breastplates wear as AT 9.

Guard Aden 6 102 Ch/16 45 Y5 (A/L) 105bs 80sp 5 Warriors/Fighters.
They carry two +5 spears and a +5 anket (longsword).

Name	Race	Lvl	Hits	AT	DB	Sh	Gr	Prim. OB	Sec. OB	Mov M	Notes
Warriors	Dúnadan	5	77	Ch/16	40	Y5	(A/L)	95ss	75sp	5	Warriors/Fighters. They use +10 ikit (shortswords) as their basic weapons. They also carry a +5 spear and a +5 anket (longsword).
(Horses)	Midhorse	3	135	SL/3	15	—	—	LTr50	—	10	Medium horse. Tough and moderately fast, they operate effectively in varied settings. Cavalry warriors use them to ride to battle.
Archers	Dúnadan	4	63	Ch/13	30	N	N	70bs	95cp	20	Warriors/Fighters. Lesser Dúnedain and Urban Men. They carry a spear as a secondary weapon, but employ it in battle formations. They rely on +5 broadswords when in close quarters.
ARAPHOR'S ARMY (ARMY OF MALDOR)											
Guard members wear blue mail armor and a short blue surcoat emblazoned with a light green chrysanthemum, symbol of the House of Araphor. Their blue steel shields are also embellished with the same symbol. Araphor's warriors wear +5 blue quilt-armor that acts as AT 10. They carry smaller, leather-faced shields.											
Guard	Bl. Númen.	9	116	Ch/14	45	Y10	A/L	125fa	100sp	10	Warriors/Fighters. Each knows one Base Ranger list (to 5th lvl), has 10 PP, and wears a Knight's Ring (+1 spell adder). Their +10 pearl-inlaid, silver mail wears as AT 10. They carry +10 round-shields, +10 falchions, +5 shortswords (ikit or eketa), and +5 spears. Each is provided two loyal War-horses (only one of which accompanies them). Most know three languages: Adúnaic, Bethteur or Sindarin, and Seder (Apysaic).
(War-horses)	Great-horse	4	153	SL/3	25	—	—	LTr65	—	20	Heavy horse. yet very fast. When armored, they are merely fast and have a +10 MM bonus, but they defend as AT 8 (-15).
Warriors	Seder	4	62	RL/10	35	Y5	A	80bs	80sp	5	Warriors/Fighters. Mostly Adena (Urban Men) but some Sederi (Rural Men). They use +10 broadswords as their basic weapons. They carry a +5 spear and a +5 hand axe.
(Horses)	Midhorse	3	133	SL/3	15	—	—	LTr45	—	10	Medium horse. Tough and moderately fast, they operate effectively in arid or semi-arid settings.
Archers	Seder	4	60	RL/9	30	N	N	70ha	95cp	20	Warriors/Fighters. Mostly Sederi (Rural Men) but some Adena (Urban Men). They carry a spear as a secondary weapon, but employ it in battle formations. They rely on +5 hand axes when in close quarters.
Militia	Seder	3	49	SL/6	10	N	N	70sp	75ja	10	Warriors/Fighters. Sederi (Rural Men). They carry a trio of +5 javelins as secondary weapons.
ATHRAZOC'S ARMY (ARMY OF THE USÍRA)											
Guard members wear black mail armor and a short black surcoat emblazoned with a stylized, silver and blue image woodpecker, the symbol of northern Pel. Their black, leather-faced shields are also embellished with the same silver symbol. Small woodpecker plumes adorn the sides of their reinforced leather helms.											
Captains	Pel	11	128	Pl/18	45	Y10	A/L	125ma	100cp	10	Warriors/Fighters. Their +15 black plate mail wears as AT 10. They carry two +15 maces, a +10 dagger, a +5 spear, and a +5 shortsword.
(Horses)	Midhorse	3	135	SL/3	15	—	—	LTr50	—	10	Medium horse. Tough and moderately fast, they operate effectively in varied settings. Cavalry warriors use them to ride to battle.
Guard	Pel	6	103	Ch/16	45	Y5	(A/L)	105ma	80sp	5	Warriors/Fighters. They carry two +10 maces, a +5 dagger, a +5 spear, and a +5 shortsword.
(Horses)	Midhorse	3	139	SL/3	15	—	—	LTr50	—	10	Medium horse. Tough and moderately fast, they operate effectively in varied settings.
Swordsmen	Pel	5	71	Ch/16	40	Y5	(A/L)	95ma	75sp	5	Warriors/Fighters. They carry a +10 mace, a +5 spear, and a +5 broadsword.
(Horses)	Midhorse	3	129	SL/3	20	—	—	LTr45	—	15	Medium horse. Tough and moderately fast, they operate effectively in hot, humid settings.
Archers	Pel	4	46	Ch/13	30	N	N	70ma	95cp	20	Warriors/Fighters. They rely on +5 maces when in close quarters.
DAROC'S ARMY (ARMY OF THE OROLANARI)											
Daroc's warriors wear grey mail armor and a short yellow surcoat emblazoned with a black eagle's head, symbol of Daroc's domain. Their yellow, leather-faced shields are also embellished with the same eagle symbol. Their visors on their black helms resemble beaks.											
Captains	Dúnadan	11	125	Ch/16	50	Y10	A/L	125bs	100cp	10	Warriors/Fighters. Each knows one base Bard/Mentalist list (to 5th lvl), has 22 PP, and wears a Captain's Torc (+1 spell adder).
(War-horses)	Great-horse	4	160	SL/3	15	—	—	LTr80	—	10	Heavy horse, yet very fast. When armored, they are merely fast and have a +5 MM bonus, but they defend as AT 16 (-10).
Guard	Mablâd	6	99	Ch/16	15	N	(A/L)	110ba	70ha	5	Warriors/Fighters. Dwarven mercenaries from Blackflame. These stalwart fighters are virtually unbreakable in combat.
Men-at-arms	Aden	4	53	Ch/16	40	Y5	(A/L)	90wh	65sp	5	Warriors/Fighters. They carry a +10 war hammer, a +5 spear, and a +5 hand axe.
Archers	Aden	4	51	Ch/13	30	N	N	60ha	95hcb	20	Warriors/Fighters. They rely on +5 broadswords when in close quarters.

Name	Race	Lvl	Hits	AT	DB	Sh	Gr	Prim. OB	Sec. OB	Mov M	Notes
OTHER FACTIONS SERVING THE SHADOW											
Cultists	Variable	6	43	No/1	10	N	N	45sc	20da	5	Animists/Clerics.
Followers of the Cult of the Dark Overlord. Know 4 Base Animist/Cleric and 6 Open Channeling lists to 10th lvl. 12PP.											
Black Hand	Variable	4	39	No/1	10	N	A	15sc	30sb	5	Bards/Monks.
Those With the Black Hand. Know 3 Base Bard/Monk and 1 Open Essence list to 10th lvl. 12PP.											
Black Dogs	Variable	5	55	RL/10	55	Y10	A/L	85fa	100sp	20	Rangers. Assassins.
Superb trackers. Know 3 Base Ranger lists to 10th lvl. 10PP.											
The Eyes	Variable	9	91	Ch/16	30	N	N	115we†	75LBa	30	Undead Warriors/Fighters.
The Eyes of Malezar. Wights. MD/MD. Use Large Creature Crit. Table. Those within 30' must make RR vs. <i>Fear</i> . †=their touch delivers "A" cold crit. and drains 1-10 Co pts.											
Slayers	Haradan	4	67	Ch/13	40	Y10	N	65fa	70sp	15	Warriors/Fighters.
They ride midhorses (see above) and use +15 falchions and spears/lances.											
INDEPENDENT FACTIONS											
Servants	Variable	3	51	RL/9	30	Y	N	65ha	65sp	5	Warriors/Fighters.
Servants of the Real Fire.											
Monks	Variable	4	40	No/1	15	N	A	20sc	30sp	15	Bards/Monks.
Monks of Ereg Eiren. Lycanthropes that can only be harmed by magic weapons. Know 3 Base Bard/Monk and 1 Open Essence list to 10th lvl. 8PP.											
(Wolf-form)		4	105	No/3	25	—	—	50Lbi	40MCI	25	Bite drains 1-5 Co pts. FA/FA.
Society	Variable	4	32	No/1	30	N	N	50ma	50ss	25	Scouts/Thieves.
Society of Derei. They each know 1 Base Bard/Mentalist list to 5th lvl. 5PP.											
Monks	Variable	3	39	No/1	10	N	A	25MA	25da†	10	Bards/Monks.
Monks of Mor Tarain. Know 2 Base Bard/Monk and 1 Open Essence list to 10th lvl. †=use throwing stars coated with Trusa venom. 6PP.											
ROVERS											
Speakers	Variable	6	48	No/1	10	N	N	60ss	50da	10	Bards.
Divine Speakers. They each know 3 Base Bard lists to 10th lvl. 18PP. +80Acting, Trickery, and Trading.											
Warders	Variable	5	38	No/1	25	N	N	55ss	50sb	20	Scouts/Thieves.
Warders of the Night. They each know 1 Base Bard/Mentalist list to 5th lvl. 5PP.											
Garks	Variable	9	120	RL/11	70	Y20	(A/L)	95fa	75cp	25	Rangers. Assassins.
Desert Screammers. Superb trackers. Wear <i>Cloaks of Changing</i> (+50 to Hiding/Stalking), <i>Helms of Darksight</i> , and <i>Boots of Leaping</i> with soles of <i>Traceless Passing</i> . Know 5 Base Ranger lists to 10th lvl. 18PP.											
Masters	Kiran/Ūsakan.	18	44	No/1	20	N	N	50ha	25da	15	Bards/Mentalists.
Masters of the Golden Eye. Kirani and Sederi trade-masters. Each knows 5 Base Bard/Mentalist and 6 Open Essence/Mentalism lists to 10th lvl. 16PP. Most know 8 languages: Sederi, Kirani, Ūsakani, Adūnaic, Bethteur, Sindarin, Apysaic, and Haradaic.											
URBAN FOLK											
Militiamen	Urban Men	3	50	RL/9	30	Y	N	75sp	55sp	5	Warriors/Fighters.
Urban Men of Aden, Pel, or Drel descent. Their breastplates are usually of a quilted design.											
Laborers	Urban Man	3	40	No/1	10	N	N	50ha	30da	10	(Warriors/Fighters).
Smiths	Urban Man	4	52	SL/6	15	N	A	70wh	55sp	10	(Warriors/Fighters).
Artisans	Urban Man	3	38	No/1	20	N	N	45da	30da	20	(Warriors/Fighters).
Servants	Urban Man	2	21	No/1	5	N	N	30da	10da	5	(Warriors/Fighters).
Merchants	Urban Man	3	39	No/1	0	N	N	45da	35sp	0	(Warriors/Fighters).
Rogues	Urban Man	3	44	RL/9	20	N	N	75ss	60sl	15	(Scouts/Rogues).
OTHER FOLK											
Travelers	Variable	2	20	No/1	5	N	N	35sp	10sp	5	(Warriors/Fighters).
Warriors	Variable	4	64	RL/9	30	Y	L	70ha	75sp	10	(Warriors/Fighters).
Thieves	Variable	3	43	No/1	15	N	N	65ss	53sb	15	(Scouts/Thieves).

13.4 MASTER ENCOUNTER TABLE

Encounter	Waters	Plains	Hills	Forests	Swamp	Civilized	Mtn.
Chance (%)	5%	15%	10%	10%	15%	10%	15%
Distance (mi)	10	10	8	4	2	2	3
Time (hours)	5	4	4	4	4	4	4
Inanimate Dangers							
Traps	01	01	01-02	01	01	01	01-02
Natural Disaster	02	02-03	03	02	02	02	03
Sites/Things							
Cave Lair	—	—	04-06	03-05	03-04	—	04-05
Tomb	—	04-05	07-08	06	05-06	—	06-07
Ruins	—	06-07	09-10	07	07-08	—	08-09
Animals							
Apes, Grey	—	—	—	08-09	—	—	—
Bats	—	08	11-12	10	09-11	—	10-11
Boars	—	09	13	11	—	—	12
Brown Bears	—	—	14-15	12	—	—	13-15
Crocodile	03-05	—	—	—	12-18	—	—
Deer/Elk	—	10-11	16-18	13-15	—	—	16-18
Eagles	06-07	12-13	19	16	—	—	19-20
Goats	—	—	20-21	17	—	—	21-24
Hawks	08	14-15	22	18	—	—	25
Horses (wild)	—	16-18	23-24	19	—	—	26
Lions, Cliff	—	—	25-26	20	—	—	27-28
Mûmak	—	19-21	27	21	—	—	—
Slow-fang	—	—	—	22-23	19-20	—	—
Trusa	—	—	—	24	21-23	—	—
Turtles, Sea	09-11	—	—	—	24-25	—	—
Turtles, Hell	12	—	—	—	—	—	—
Wolves	—	22-24	28-30	25	26	—	29-31
Other Animals	13-35	25-43	31-46	26-49	27-71	03-22	32-40
Enemies							
Haradrim	36-38	44-46	47-48	50-52	72	23	41-42
Orcs	—	47	49-52	53-54	73	—	43-47
Peoples							
Fuinur	39-40	48	53	55-62	—	24-25	48-49
Mabûud	—	49	54	—	—	26	50-56
Sederi	41-44	50-57	55-57	—	—	27	57
Chaialla	45	58-59	58-59	63-65	—	28-29	58
Drel/Pel	46-65	60-65	60-61	66-67	74-76	30-52	59-62
Adena	66-73	66-70	62-65	68-69	77	53-60	63-64
Thieves/Brigands	74-77	71-73	66-67	70-71	78	61-63	65-67
Merchants	78-80	74-76	68	72	—	64-70	68-69
Travelers *	81-88	77-88	69-78	73-80	79-83	71-90	70-74
Creatures							
Dragons §	89-90	—	79	—	84-85	—	75
Giants	—	89-90	80-81	81-82	86	—	76-78
Trolls, Cave	—	—	82-83	—	87-88	—	79-81
Trolls, Forest	—	—	—	83-86	—	—	—
Trolls, Hill	—	—	84-87	87-88	—	—	82-87
Trolls, Stone	—	—	88-90	89-90	89-90	—	88-90
Special †	91-00	91-00	91-00	91-00	91-00	91-00	91-00

Use of the Encounter Table and Codes:

The GM should determine the group's location and the appropriate column and then roll for a possible encounter. The period of time covered by an encounter roll is either the **Time** given on the table or the time it takes the group to cover the **Distance** given on the table, whichever is shorter. If an encounter roll is less than or equal to the **Chance** of Encounter given on the table, a second roll of (1-100) is made to determine the nature of the encounter.

An encounter does not always require a fight of similar activity; a group can avoid or placate some of the above dangers/meetings with proper action or good maneuver.

* — May be of a variety of races and purposes (e.g., other Mannish races, Dwarves, Elves, ships, etc.).

§ — Primarily Rain-drakes, but other types may be encountered.

† — Indicates special/powerful/unusual people (e.g., NPC).



CREDITS

Authors/Designers: Chris Stone and Pete Fenlon

Series Editor: Peter C. Fenlon

Editorial Contributions: Coleman Charlton

Cover Art: Richard Hook

Interior Art: Liz Danforth

Cover Graphics: Bart Ilavín

Art Direction: Richard H. Britton

Layout Design: Chris Stone

Color Area Map and City Design: Pete Fenlon

City Maps: David Martin

Layout Rendering: Chris Stone and David Martin

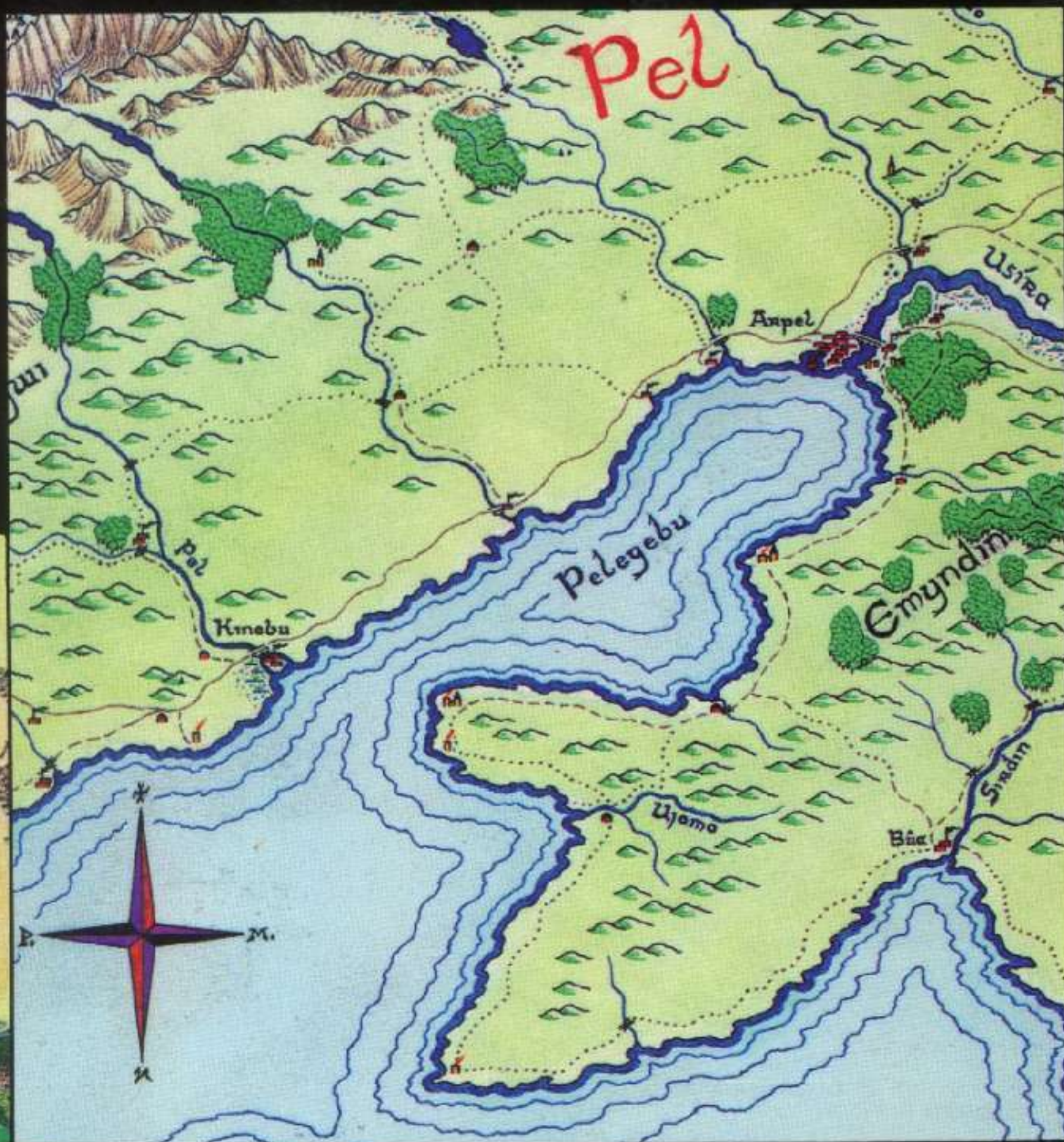
Production: Kurt Fischer, Leo LaDell, Jessica M. Ney, Paula Peters, Becky Pope, Marcia Sterrett, Eileen Smith, Suzanne Young, Coleman Charlton

Special Contributions: Terry Amthor, Kevin Barrett, Deane Begiebing, Kevin Barrett, Rob Bell, Karl Borg, John Breckenridge, Bill Downs, David Johnson, Tappie Lee, Bruce Neidlinger, Kurt Rasmussen, John David Ruemmler, Regina Spottswood, Swink

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